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TEKKEN 5

OFFICIAL STRATEGY GUIDE



BY JOEY CUELLAR AND ADAM DEATS

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COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM



TEKKEN 5

OFFICIAL STRATEGY GUIDE

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Tekken 5 Game Basics

Basic Control Scheme

↑	Tap up
⇧	Press and hold up
↓	Tap down
⇩	Press and hold down
→	Tap towards opponent
⇨	Press and hold toward opponent
←	Tap away from opponent
⇦	Press and hold away from opponent
↘	Tap down and towards opponent
⇩⇨	Press and hold down and towards opponent
↖	Tap down and away from opponent
⇩⇦	Press and hold down and away from opponent
↗	Tap up and towards opponent
⇧⇨	Press and hold up and towards opponent
↖	Tap up and away from opponent
⇧⇦	Press and hold up and away from opponent
☑	Left punch
☐	Right punch
☑	Left kick
☐	Right kick
[]	Immediately followed by
CH	Counter Hit
WR	While Rising
SS	Side Step
Wall	Must be performed with opponent against the wall.
WC	While Crouching

There are many options in Tekken 5 and many moves require a number of button presses. To represent this you may see something like [☑☑]. This means that you should press the ☑ and ☑ buttons together and press the ☑ button immediately afterwards. Likewise, you may see a command like ☑☑. This means that the move is performed by tapping forward on your controller and pressing the ☑ button (left kick).

Dashing



Double tapping ← or → quickly makes your character dash in that direction. Dashes are helpful for gaining or losing ground quickly, and allow you to establish your desired position with ease. They can also be canceled at any point in an attack, crouch, sidestep, or another dash in the opposite direction. This is useful for a variety of tactics, such as dashing forward to make yourself look open to attack, then canceling the dash into a back dash or a sidestep to evade your opponent's incoming attack.

Running



When you are far from your opponent you can tap → ⇨ to begin running. During the run you can commit to a small variety of attacks that you can't do normally. For example:



Pressing ☑ during the run performs a jumping kick that beats low attacks. Pressing ☑ performs a sliding kick that must be blocked low, while inputting ☑ performs a leaping attack that must be blocked while standing. You can also choose to press nothing, which results in a stomp attack against grounded opponents, an unblockable shoulder tackle if you started to run from as far away as possible, or a tackle that can be followed by continuous ground hits by pressing either ☑☑☑☑☑ or ☑☑☑☑☑. This string can be stopped or reversed on the first hit if the opposing player presses the same corresponding attack button (☑ or ☑). Either sequence of hits can be changed after the 3rd hit by pressing the same button twice. For example, changing the 3rd hit of the first string would require you to input ☑☑☑☑☑. However, doing this leaves you open to another reversal, and is pointless unless your character has additional tackle options, like Paul, Jin, Devil Jin, King, or Nina.

Crouching



Simply press the ↓ button on your game pad to make your character crouch. Although simplistic, crouching allows you to duck under certain high attacks and attack your opponent while they are trying to complete a move. Also, there are a variety of different attacks that can only be done while crouching. It's even possible to walk while crouching by pressing and holding ↘.

Movement

Walking



By using the ← and → buttons on your game controller, you can move your character left and right. Simply put, moving around allows you to gain small positional advantages when they are needed.

Side Stepping



The side step is the ability to evade attacks by quickly moving to the side. To perform a side step, simply tap either \downarrow or \uparrow . Side steps easily avoid attacks that attack directly forward; however, many attacks are built to track side step movement. This makes the side step a somewhat risky maneuver to abuse.

Side Walking



It's possible to walk towards or away from the background by tapping \uparrow or \downarrow after doing a side step, allowing you to slowly circle around your opponent. Side Walking can be useful for throwing off your opponent's ability to track you, which might cause some of their attacks to miss or whiff next to you.

Jumping



Pressing and holding \uparrow , \leftarrow , or \rightarrow makes your character hop forward. During the jump you can press any attack button to do jump attacks. Although risky, jumps can be used to leap over and counter low and special middle attacks.

Blocking

An opponent's attack is nothing to take lightly. Learning how to defend against your foe's offense is key to keeping leads and opening opportunities to eventually advance. The idea behind blocking is simple, hold \leftarrow to defend against high or middle attacks, or hold \rightarrow to block attacks that hit low. Every time you successfully block an attack your character will go into a state called "Block Stun". While in Block Stun you cannot initiate any commands or attacks, which keeps you from performing an immediate counter attack. An opponent will often switch between high, middle, and low attacks rapidly to make it difficult to defend, so study your opponent's patterns and learn how to react and defend against their attacks.



Throws



Although you have many different ranges of attacks at your disposal to break through your opponent's defense, their ability to block incoming attacks may often be relatively strong. To alleviate problems you may encounter against defensive players, the throw is a useful addition to your offense. Throws cannot be blocked, making them highly useful against players that keep a constant defense and look for openings. To initiate a throw, simply press Δ or \square when directly next to your opponent. However, throws are generally vulnerable to quick normal attacks. Furthermore, most throws cannot grab crouching opponents (the only exceptions to this rule are crouching throws and Asuka's Hiki-Te-Nyuu-Dou throw). Regardless of the risks, throws are still an important part of your close range offense. Learn to use them effectively by mixing damaging combos in with your throw attempts.



Back dashes can be used to avoid attacks at close range. Your opponent may back dash out of your reach and counter your attack with a quick hit while you are still recovering. This tactic, although extremely effective in earlier Tekken games, now has a new weakness. The Anti Back Dash Throw is simply a throw maneuver with above average range. As the name suggests, these throws are designed to catch and punish back dash attempts at close range in an easier manner. For example:



Raven dashes towards a standing Kazuya and immediately dashes backwards after establishing point blank range. Kazuya quickly anticipates the back dash and inputs $\rightarrow \Delta$, which grabs Raven directly out of the back dash.

Crouching Throws

Although many throws are not safe to do against crouching opponents, some characters have throws designed to specifically grab crouching characters. These throws are rare and sparsely distributed throughout the cast.

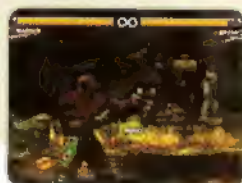


One example of a crouching throw is King's Jumping Power Bomb. Against a crouching opponent, simply press $\downarrow \Delta$ to initiate the throw.

Aerial Throws

New to Tekken 5 is the addition of a few Aerial Throws, which are throw maneuvers that only grab airborne opponents. Although they are hardly a means of stopping defense (You certainly can't block while jumping), air throws are generally a good way to end juggle combos for decent damage. For example:

Marduk's air throw can catch an opponent after his $\Delta \Delta$ punch attack. Simply do $\Delta \Delta$ then catch your opponent with either of his ground throw commands (Δ or \square).



Multi-Part Throws

Some special command throws have variable extensions that can be done after the initial grab. This type of throw, although weak initially, can lead to massive amounts of damage by forcing your opponent to guess which throw extension you're going to do. For example:



King's Standing Heel Hold throw can shift directly into his Indian Death Lock, S.T.F., King's Bridge, or Scorpion Death Lock. An opponent can escape from any of these, but the command to do so is different for every extension. A King player can mix up extensions and force an opponent to guess which one is coming next, creating a high probability of dealing massive damage.

Evasion Throw Escapes



Throws have an alternate weakness aside from being vulnerable to fast attacks. A throw can be evaded just as it is being executed, which nullifies the damage completely. Normal throws can be evaded by simply pressing the corresponding punch button used in the throw. For instance, if your opponent throws you with Δ , press Δ to escape the throw. If your opponent throws you with \square , you must press \square to escape it. Special throws (not done with the usual input method) can be evaded in a wide variety of ways, and each escape method is listed next to that throw's command in that character's command list. Take note that some special throws done to the back of an opponent cannot be escaped.

Late Throw Escapes



Some throws can be escaped at a secondary point during the initial start up period. This type of escape is only available for some throws. Late throw escapes are done the same way normal escapes are, you simply get a second chance to do so for some throw maneuvers.

Quick Recovery

Some hit types can move your character across the stage, causing them to fall and roll backwards. With a little dexterity you can press **↵** to recover from this instance and stop the fall. For example:



After Paul hits your character with the Phoenix Smasher your character will fly backwards, hit the ground, and start to roll. During the roll press **↵** and your character will stand up near the end of the roll instead of staying grounded.

Back Flip Evades



It's possible to quickly retreat and flip away from your opponent. To do so, quickly input **↑ ↵**. Not all characters can perform this maneuver. The characters that can are Anna, Asuka, Christie, Nina, Xiaoyu, Raven and Yoshimitsu.

Wall Jumping

Winding up in a position where your character's back is against the wall is a dangerous place to end up. However, there are moves that you can perform to avoid being pinned in a corner or against a wall. One of these moves is the Wall Jump Attack, which can only be done while you are next to a wall. To do the wall jump, tap **← → ↵**. After your character leaps off of the wall they will perform a high priority jumping attack. This attack doesn't do very much damage, but it is helpful for scoring a knockdown after beating an opponent's attempt to attack you while you are cornered.



Low Attack Parry



Every character has a universal reversal move that stops low attacks and leaves your opponent open to a counter attack. This maneuver is called the low parry, which is performed by tapping **↵** just as your opponent's attack is about to hit. After successfully parrying an attack, your opponent will go into a short recovery period. You can use this opening to land a combo that can lead to your opponent's demise.

Getting Up Off of the Ground



Knocking your opponent down is a huge positional advantage. Not only is a grounded character vulnerable to ground hits, but any attempt to stand up allows you to meet your opponent with an immediate mix up game. However, after being knocked down you have several defensive options at your disposal, despite the disadvantage. Below are the several options available to you while you are on the ground. Learn to mix up these options to keep your opponent guessing.

Rise



After being knocked down, simply tap **↑** to immediately stand up. Although standing up is the best way to avoid guaranteed damage, rising will still force you to deal with your opponent's mix up tactics.

Roll



While lying on the ground, tapping **←** or **→** will result in your character rolling and standing in that direction. You can also roll upward or downward by pressing **↻** then **↑** or **↓**. This maneuver can be useful in specific situations to avoid attacks completely. However, your character is vulnerable to attack during the roll, so be very careful when choosing to use this maneuver.

Wake Up Attack



It's possible to do an immediate middle or low attack while standing up. These attacks are helpful for punishing your opponent's mistimed attacks. To do a rising low kick, press **↻** while you are on the ground. To perform a rising middle kick, simply press **↻** when rising. Both of these attacks can also be done at the end of a wake up roll. Be aware that these attacks are not safe to a counter attack if they are blocked, so use them with caution.



Flying Cross Chop

After rolling forward or backward, some characters can input \rightarrow \oplus to perform a high priority diving attack. Depending on where the Cross Chop hits, this maneuver can leave your character at a slight advantage, or a disadvantage. The further away it hits the more advantage you have. If the Cross Chop is blocked very close however, it's possible for your opponent to punish you on its recovery.



There is an alternate form of this move that can be done with only Paul Phoenix, Steve Fox, and Yoshimitsu. This attack starts as a back flip and ends with the character flying forward with the Cross Chop. This maneuver is done by pressing \leftarrow \leftarrow \oplus . This version of the Flying Cross Chop is completely safe from any range, making it highly useful for wake up situations.

Vault Kick



Another option to do while getting up is a vault kick attack available only to some characters. There are two versions of this attack, one is slow, and the other one is fast. To do the slow version simply input \leftarrow \leftarrow \oplus . The input for the fast version is \leftarrow \leftarrow [\oplus \oplus]. The fast version of this attack has quite a lot of priority, and often beats an opponent's attempt to attack you while you are getting up. The slow version has a longer pause and can be used to trick an opponent.

A Special Type of Quick Recovery



Just after you touch the ground it's possible to break your fall and immediately stand up. The window to use this technique is extremely small, and it can only be done when you land on your back. To perform this kind of Quick Recovery, simply press \oplus or \ominus to recover towards the background or \oplus or \ominus to recover towards the foreground.

After any major hit that quickly knocks your opponent directly to the ground, it's possible to quickly recover the second you hit the ground to avoid any impending ground hits. To do this, press \oplus right as you touch the ground. This technique is extremely difficult to do consistently, since you have to press \oplus at a very precise moment. For example:



After a Jin player launches you into the air with his uppercut (while rising \oplus), then juggles you with his \oplus \oplus \oplus string, many players will attempt to hit you on the ground after the last hit with a \downarrow \oplus , which is normally a free hit. However, by using this type of Quick Recovery you can avoid the \downarrow \oplus sweep completely.

Ankle Kick



While lying on the ground (on their back), some characters have the ability to kick their opponent. To do so, simply press \downarrow \oplus or \ominus . This attack has massive priority in wake up situations, making it easier to stop an opponent's incoming attack.

Attack Properties

Every attack in Tekken 5 has its own individual properties. These variances in properties designate each attack's effectiveness in specific situations. Knowing the high and low hit properties to your attacks is the key to breaking through your opponent's defense. Conversely, knowing your opponent's attack properties can solidify your own defense. Not only do different attacks have to be blocked in different manners, but some attacks carry further bonuses that are helpful for strengthening your options. Below is an explanation for the terms assigned to each property. Study the properties and abilities available to unlock the potential of your favorite character's assorted moves.

Normal Attacks



Each of the four face buttons on your game pad initiates a different attack. The top two buttons (\odot and \oslash) initiate left and right punches, and the bottom two buttons (\otimes and \ominus) initiate left and right kicks. Normal attacks can be done in pretty much any position, whether you are standing, crouching, or jumping. Aside from their use as a method of dealing damage, these attacks lead to a variety of different maneuvers when used in combination with directional pad inputs.

High Attacks – H



High Attacks can be blocked while standing, or simply avoided while crouching, making High Attacks very vulnerable to moves that are low to the ground.

Middle Attacks – M



As the property that most standing attacks carry, Middle attacks must be blocked while standing, making them useful for scoring damage when you think your opponent will crouch.

Special Middle Attacks – SM



Special Middle Attacks can be blocked while either standing or crouching, meaning your opponent must do something for the attack to hit. Special Middle Attacks are also vulnerable to the low parry system, again lowering their effectiveness.

Low Attacks – L



Many attacks that hit low to the ground can only be blocked while crouching. These moves are very useful for catching opponents that are often standing up. Some specific low attacks can also move under and avoid high attacks. Aside from blocking while crouching, low attacks are also vulnerable against low parries, which deflect low attacks and give your opponent a chance to counter your attack recovery.

Unblockable Attacks – !



Some attacks cannot be blocked while either standing or crouching, making that attack completely unblockable. These attacks are generally very slow when starting up, often making them easy to counter on reaction. Even still, unblockable attacks can be a healthy option to wield when used in the right situation.

Game System Elements

Stage Walls



Some stages in Tekken 5 have corners and walls. With a wall behind you, evasion and movement is vastly restricted, making it extremely difficult to defend against certain attacks. Furthermore, characters hit against a wall are vulnerable to specific types of combos not possible in the middle of the screen. It's important to study which stages have walls and how to best utilize them to your advantage.

Netsu

By pressing \oplus together at the same time your character will go into a charging stance. After you recover from the stance, your character's next attack will automatically be a Counter Hit. In other words, starting Netsu makes your next attack extremely damaging, giving the next move you use a huge advantage to work with. Furthermore, all of your powered up attacks will do damage against a blocking opponent. Unfortunately, the Netsu starting stance time is extremely long, and any hit you take while in Netsu will count as a Counter Hit. The risk involved with attempting to start this technique is extremely high, lowering its overall effectiveness to very specific situations when you can start a Netsu attack safely.



High and Low Crush



Specific Attacks have the ability to completely shut down a high or low attack's ability to hit, resulting in the opposing attack being beaten completely, or "Crushed." An attack that has the ability to Crush high attacks will completely beat a high attack on start up, while an attack that has the ability to Crush low attacks will beat only low attacks. This property is highly useful in a variety of situations when you can anticipate a certain type of attack from your opponent.

Counter Hits

If you manage to attack and hit your opponent just as they start to perform an attack, you will score what is called a Counter Hit. In regards to all attacks, Counter Hits reward that attack with an extra damage bonus. Although Counter Hits are much more of a system than they are a move specific property, some moves have properties that reap further rewards for scoring a Counter Hit with that attack. These properties range from a variety of different hit stuns that can often lead to extra damage. For example:



Asuka's $\leftarrow + \rightarrow$ normally does not knock your opponent down. However, if $\leftarrow + \rightarrow$ hits on a Counter Hit, your opponent will crumple downward and fall to the ground, allowing you to combo afterwards and juggle with her $\rightarrow + \downarrow$ attack.

Counter Hits will inherently be scored during attack mix up patterns. Fast attacks that lead to large damage benefits on Counter Hits should often be considered over other attacks because of their massive damage benefits.

Combos

The combo is the art of linking together a series of attacks that are inescapable after the first hit. Combos are useful for safely dealing the maximum amount of damage possible within a given situation. Some combos are ground based, while others include aerial hits that juggle your foe across the playing field! Study the information and examples below to create your own batch of euphoria inducing combinations.

Strings

This is a basic form of attack style in Tekken 5. Each character has a preset list of attack combinations they can do that require a plethora of button combinations strung together. Although, strings don't necessarily "combo," they are still an important step in learning how to do combos in Tekken 5. For example:



Kazuya has a simple string with the command $\leftarrow + \rightarrow + \downarrow + \uparrow$. Simply press \leftarrow and \rightarrow at the same time, then press \downarrow right after the first hit connects. Next simply press \uparrow after the kick connects to finish the volley of attacks. Although this string doesn't fully combo against grounded opponents, it can still be used in juggles after Kazuya's Rising Uppercut attack ($\rightarrow + \star + \downarrow + \uparrow + \rightarrow$).

Hit Stun Types

When you attack and hit an opponent they go into a state called "Hit Stun". While stunned, your opponent cannot initiate any actions, including blocking. Hit stun can be taken advantage of in the form of combos, which link several attacks together back to back before they leave Hit Stun. Attacks come with varying types of hit stuns, some of which allow for a variety of different juggle, or ground combos. Many of these stun types are available only when certain attacks land on a Counter Hit, so specific set ups may be required to effectively make use of them. Below are some of the other types of Hit Stuns that a character's attacks may have.

Knockdown



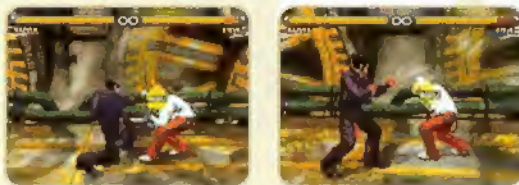
After using an attack that has knockdown properties your opponent immediately falls to the ground. Although the window is small, some characters can combo an extra ground hit on their opponent just after the knockdown. In most cases, the knockdown leads to positive positioning, but very little else in terms of a combo.

Launcher



Some attacks knock your opponent very high into the air. While your opponent is airborne you are able to hit their falling body and "juggle" them several times before they hit the ground. This is a highly useful way for starting large combos. Just like many hit types, some attacks only launch on a Counter Hit, limiting that attacks overall uses to just Counter Hit set ups.

Escapable Extended Stun



A long extended hit stun that can be escaped and recovered from early by holding \rightarrow on your game pad. These types of hit stuns don't always guarantee a combo after the hit, but against an unsuspecting opponent not looking for a hit to recover from, they present the opportunity for extra damage. Visually, escapable hit stuns look like your character is about to double over or fall backwards.

Crumple Stun



After the initial hit your opponent will crumple down and either slowly fall or kneel. In either case you can usually land a free juggle combo for a large amount of extra damage. This is highly useful for Counter Hit set ups that cause crumple stuns because of the high damage potential.

Stagger



Some attacks will cause your opponent to lose their balance and stagger after an attack connects or is blocked. During this period your opponent is slightly open to attack, allowing you to sometimes score free damage, or at least have the advantage when staging your next offensive maneuver.

Wall Stun



When you manage to hit your opponent against a wall they become stunned momentarily before slowly falling to the ground. After the stun your opponent is highly susceptible to juggles, allowing you to juggle your opponent with attack strings you wouldn't normally be able to perform. The higher up your opponent hits the wall the longer they will stay stunned and the larger the combo can be.

Combo Types

Ground Based Combos

Ground based combos take advantage of a character's normal standing, or crouching hit stun. After the first hit of your attack connects the rest of the hits are guaranteed. For example:



Kazuya's Δ , Δ , Δ string is guaranteed after the first hit. That means the entire string will combo if the first punch connects.

Juggle Combos

Juggle combos are high damage combos that start off of an attack that launches your opponent into the air. After the initial hit you are able to hit your falling opponent several times before they touch the ground. Juggles are highly useful because they generally lead to much more damage than ground combos. For example:



Asuka's \rightarrow Δ launches her opponent very high into the air. After the initial launch, Asuka can juggle with her entire \leftarrow Δ , Δ , Δ string, then finally juggle again with her \rightarrow Δ attack.

Wall Combos

When your opponent hits a wall they become stunned momentarily. During that stun you are allowed to perform combos you normally couldn't do at mid screen. With the right combination of attacks, wall combos can be rather devastating, often doing 60%-90% damage in one barrage of attacks. For example:



While your opponent is against a wall, input Julia's Party Crasher attack (\rightarrow \rightarrow Δ), then hit your stunned opponent with her Δ , Δ , \leftarrow \rightarrow Δ string.

Advanced Tactics and Strategies

Verification

There are a few important ideas to remember when building combos. For one, build combos that are safe to counter attack when blocked. Not very often is an unsafe combo worth going for. In some cases a combo starts off of several ground hits, but ends with an unsafe hit. Learn to verify if the first few hits of the combo have connected or before chaining into the last unsafe hit. A good example of this is Kazuya's Δ , Δ , Δ string. Although the last hit is unsafe to counter attack when blocked, the first two hits give you just enough time to check if they have hit before you decide to chain into the last hit. This technique is simply called "verification" and is highly useful for keeping your close range attacks safe. This has the dual affect of giving you the opportunity to stage secondary attacks if the first combo ends up being blocked.

For example, Ganryu's Δ , Δ , Δ string is verifiable off of the first command (Which is two hits by itself). If the first two hits connect, press Δ and finish the combo for a knockdown. If it doesn't hit, you can stop Ganryu at the first two hits and go for a throw, or simply finish the string anyways to beat counter throw attempts. This flexibility makes your offense that much more dangerous and a lot less risky.

Footsies / Footgames

Footgames are the nickname for a movement technique used to effectively bait and avoid your opponent's attacks. This works in several ways, but the most basic idea behind

the footsie is to rapidly dash in and out of your opponent's maximum attack range. This efficiently exerts your offensive presence and makes your opponent think you are within hitting distance. Anytime you dash into attack range you can easily dash back out again, which will cause an opponent's attack to "whiff," or miss, if they tried to attack after seeing you dash forward. After their attack whiffs you can punish that attack's recovery with one of your own attacks (preferably a fast one with good range). This type of attack is often called a "whiff punisher". One example of a good whiff punisher is Asuka's $\rightarrow \oplus$, which has great range and also leads to a juggle opportunity when it hits. Although this attack isn't safe when blocked, there is no need to throw this attack out carelessly when you can simply bait an opponent's attack and punish it with a huge juggle.

In regards to just moving around, also keep in mind that you can cancel a dash into a side step, and then cancel the side step into another dash. You can also cancel dashes into a crouch, which is especially useful with the recovery heavy back dash.

You can back dash, quickly tap \downarrow to cancel the dash into a crouch, and then back dash again for quick retreats. These options are of course helpful for making your movements even harder to track, thus making it even easier to bait whiffed attacks from your opponent.

Back Dashing or Side Stepping Out of Strings

It is possible to back dash, or side step, out of some blocked attack strings. This forces your opponent's attack to whiff, allowing you to punish them with a combo or hard hitting move. For example:

JACK has a 2 hit string with the command $\rightarrow \oplus, \downarrow \oplus$. It is possible to side step then side walk out of the way of the second hit of that string, after blocking the first hit. The timing is a little strict, but as soon as you leave block stun, tap \downarrow then go back to neutral and press and hold \downarrow . JACK's second attack should whiff completely, allowing you to score a free combo.

Building Mix Up Patterns & Counter Hit Set Ups

Tekken 5 is highly focused on close range attack patterns. To effectively score hits and deal damage, you must have an effective attack plan. Attack patterns are set up around what is often called "mind games," a term used to describe the process of making your opponent react the way you want them to. The basic idea is to repeat a pattern until your opponent is familiar with it, then change your pattern to another option to hit them when they are expecting the previous pattern. For example:



Lee's $\oplus \oplus \oplus \oplus$ string is fairly safe from counter attacks when blocked. When done enough times your opponent will come to expect the entire string every time they see the first few hits. Once they are used to it, do Lee's $\oplus \oplus$ string, stop, then immediately go for a throw. Because your opponent expects you to finish the rest of the string, they often won't be looking for the throw. Additionally, once you land the throw, your opponent will become wary of the break in your pattern and attempt to look for it. At that point you can then attack with $\oplus \oplus$ (let the string recover), then use his $\nearrow \oplus$ attack, which will beat some attempts to counter what they thought would be a throw for a juggle combo.

A Lee player can add further options to this by using his deceptive $\oplus \oplus$ press and hold \oplus string, which leads to a lot of damage on a Counter Hit, or you can go straight into a low hitting option after $\oplus \oplus$, like $\downarrow \oplus \oplus \oplus$. The idea is to bait your opponent into

thinking you're going to do one attack, and instead do another. If you keep your opponent guessing, your close range attacks will be extremely successful.

After you learn to build an attack pattern, it's important to start implementing Counter Hit set-ups. For the most part, Counter Hits will occur inherently when staging mix up patterns. This is because players often try to counter throws or slow attacks with their own attacks (usually with a standing or crouching \oplus of some sort), which will be beaten by your own attacks if you do them early enough. Regardless, Counter Hits can be devastating when used efficiently because of their high damage and the extra properties some attacks carry when they hit on a Counter Hit. For example:



Julia's $\oplus \oplus$ string has an extra follow up that can only be done if the first standing \oplus hits on a Counter Hit. After you score the Counter Hit, simply input another \oplus after the \oplus . If done correctly, Julia will launch her opponent into the air for a juggle combo opportunity. A good way to land this attack on Counter Hit is to simply hit standing \oplus , then try either a throw, or $\oplus \oplus \oplus$. If your opponent attempts to do an attack to stop what they think might be a throw attempt, the $\oplus \oplus$ will land on a Counter Hit, and you can finish the rest of the string to set up the juggle.

Positional Combos

It's important to consider your position on stage. Some characters rely heavily on stages with walls, which allow them to score heavy damage if they manage to hit their opponent against one. It's important for those characters to push their opponent towards a wall whenever the chance is available. Some characters are much better at this than others. Lee for instance has a juggle combo that drags his opponent all the way to the corner from mid screen, which allows him to then immediately connect with a wall combo after it. For example:



Lee can start a juggle off of his $\nearrow \oplus$ attack from mid screen, then start juggling with $\oplus \oplus \rightarrow \star$ (x4), which will push his opponent towards a corner. Then, just after your opponent hits the wall, juggle your opponent with $\oplus \oplus \oplus$. This combo makes Lee extremely dangerous on stages with walls. Not only does the combo itself do massive damage, but also it ends with your opponent floored in a corner, which is always a positional disadvantage.

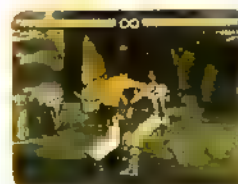


Buffering



When dealing with moves that require combinations of buttons presses, it's possible to simply hold one button down then press the second button while still holding the first. For instance, choose Asuka in training mode and stand next to your opponent. Press and hold Δ . While still holding Δ , press \square just after the punch recovers. Asuka will go straight into a throw maneuver just as if you have pressed \square at the same time. This technique is extremely useful when combined with multi-part throws, allowing you to hold some buttons down after pressing them to make the commands easier to perform.

Chickens



If you anticipate a counter style attack from your opponent, like Asuka's Δ \square , it's possible to reverse their counter attempt. This is called a chicken. To do this, simply input either \rightarrow Δ (If you did a left punch or kick) or \rightarrow \square (For right punches or kicks) just as your attack is countered. This does very little damage, but it does completely nullify your opponent's counter attempt.

Buffering ■ Chicken

You can defend against counters with chickens in an easier manner by using buffering. As an example, Jin can buffer ■ chicken with his Demon's Paw attack by doing this motion: \rightarrow Δ press and hold Δ , then press \square while still holding Δ and Δ . If your opponent attempts to counter your attack you will immediately reverse their counter with a chicken. This can be done with any of your attacks as a safety measure against unwanted counter attempts.

Instant While Rising Moves

This is a technique where you are able to do "while rising" moves without appearing to be in the crouching position. This tool is useful when you want to add more moves to your standing arsenal. To perform an "instant while standing" move, tap down on your game pad, and press the corresponding button in conjunction with the move and it will come out instantly. A perfect example of this would be Julia's Skyscraper Kick. Tap \downarrow and release immediately, while pressing the Δ button, Julia should barely crouch and do her Skyscraper Kick at the same time. This is extremely useful when your "while standing" moves have stun properties on Counter Hit.

Get up Traps

Get up traps are the ability to do specialized combos designed to catch the unsuspecting opponent in mid get up tactics. A perfect example of this is Roger Jr's Animal Sweep (Sidestep Δ) attack followed by Tail Tripper Δ Δ , then it appears they have a second to quick roll, and when they do, use Kangaroo Stomp Δ Δ to catch the opponent as they are quick rolling to the side. If done correctly, the Stomp will catch them as they are standing up, but their back will be turned, and you can re-launch them with Δ Δ .

Anna Williams

Sister and rival of Nina Williams. Anna had been leading a dull and boring life since the disappearance of her sister. That all changed one day when she received a phone call from Nina.

Several days later, the two met again after having been apart for two years. However, upon seeing her sister's face, Nina immediately opened fire. Anna returned fire, and the ensuing gun battle lasted for days.

Both sides failed to land a decisive blow, and it was decided they would settle things at the King of Iron Fist Tournament 5.

Anna vowed to eliminate her sister once and for all.



Player 1 Costume



Player 2 Costume

Items

Head



Head - Maid Hat
500,000 G
Both Outfits - No



Head - Japanese Hairstyle
200,000 G
Both Outfits - No



Head - Witch Hat
80,000 G
Both Outfits - Yes



Head - Nurse Cap
300,000 G
Both Outfits - No



Head - Short Hair
500,000 G
Both Outfits - No

Face



Face - Glasses
60,000 G
Both Outfits - No



Face - Party Mask
120,000 G
Both Outfits - Yes/No



Face - Red Glasses
50,000 G
Both Outfits - Yes



Face - Mask
200,000 G
Both Outfits - No



Face - Sunglasses
60,000 G
Both Outfits - No

Upper Body



Upper Body - Fashion Bra
300,000 G
Both Outfits - No



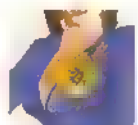
Upper Body - Bells
60,000 G
Both Outfits - No



Upper Body - Necklace
30,000 G
Both Outfits - Yes



Upper Body - Stethoscope
120,000 G
Both Outfits - No



Upper Body - Corsage
60,000 G
Both Outfits - No

Lower Body



Lower Body - Knife
30,000 G
Both Outfits - No



Lower Body - Tail
150,000 G
Both Outfits - No



Lower Body - Anklet
40,000 G
Both Outfits - Yes



Lower Body - Gem Ankle
30,000 G
Both Outfits - No



Lower Body - Fashion Boots
150,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Purple 8,000 G	
Color - Pink 8,000 G	
Color - Light Blue 8,000 G	

Player 2 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Light Blue 8,000 G	
Color - Orange 8,000 G	
Color - Purple 8,000 G	
Color - Pink 8,000 G	

Move List

Move	Command	Properties	Damage	Notes
Left Right Combo	← →	H, H	4, 10	
Left Right to Left Low Kick	← → ↘	H, H, L	4, 10, 10	
Left Combo Roundhouse	← → ↻	H, H, H	4, 10, 22	Knockdown
Left Low Kick	← ↘	H, L	4, 8	
Left Right Left Combo	← → ←	H, H, H	4, 10, 6	
Left Right Left to Frost Needle	← → ← ↘	H, H, H, H	4, 10, 6, 21	Launcher
Left Combo Low Kick	← → ↘ ↘	H, H, H, L	4, 10, 6, 8	
Right Left Combo	→ ←	H, H	10, 6	
Right Snake (Short)	→ ↘ ↘	H, H, L	10, 6, 8	
Left Roundhouse	← ↻	H, H	10, 22	Knockdown
Right Left	→ ←	H, H	10, 20	
Left Sweep	← ↘ ↘	H, L	10, 10	
Right Ringer	→ ↘ ↘	H, H	25, 15	Knockdown
Snake Combo to Right Uppercut	→ ↘ ↘ ↻	H, L, M	25, 10, 10	
Snake Combo to Right High Kick	→ ↘ ↘ ↻	H, L, H	25, 10, 20	
Right High Low Spin Kick	→ ↘ ↘	H, L	15, 15	
Right Left Combo	→ ← ↘	H, H	12, 6	
Right Left Combo to Frost Needle	→ ← ↘ ↘	H, H, H	12, 6, 21	Launcher
Right Snake (Short)	→ ↘ ↘ ↘	H, H, L	12, 6, 8	
Right Ringer	→ ↘ ↘	H, H	28, 15	Knockdown
Right Snake	→ ↘ ↘	M	25	Knockdown
Blonde Bomb	→ ↘	M	16	Knockdown
Left Side Step	← ↘ ↘	M, H	10, 13	
Left Side Step to Radiant Arch	← ↘ ↘ ↘	M, H, M	10, 13, 18	Launcher
Left Side Step to Cutting Crescent	← ↘ ↘ ↘	M, H, H	10, 13, 22	Knockdown
Side-in Uppercut	↘ ↻	M	16	Launcher
Left Side Combo	← ↘ ↘ ↘	M, H, H	10, 10, 6	
Twisting Rush	↘ ↘ ↘ ↘	M, H, H, H	10, 10, 15, 12	
Twisting Rush to Sidestep	↘ ↘ ↘ ↘ ↘ (or ↑)	M, H, H, H	10, 10, 15, 12	Shifts to Sidestep
Left Side High Kick Backhand	← ↘ ↘ ↘ ↘	M, H, H, H, H	10, 10, 15, 12, 17	
Twisting Rush to Sudden Storm	↘ ↘ ↘ ↘ ↘ ↘	M, H, H, H, M	10, 10, 15, 12, 25	Knockdown
Left Side High Kick Backhand	← ↘ ↘ ↘ ↘	M, H, H, H, L	10, 10, 15, 12, 21	Knockdown
Twisting Rush to Blonde Bomb	↘ ↘ ↘ ↘ ↘	M, H, H, H, M	10, 10, 15, 12, 20	Knockdown
Twisting Snake to Sidestep	↘ ↘ ↘ ↘ (or ↑)	M, H	10, 12	Shifts to Sidestep

Move	Command	Properties	Damage	Notes
Creeping Snake	↖ ⊕ ⊕ ⊕ ⊕	M, H, H, L	10, 12, 6, 8	
Creeping Snake to Roundhouse	↖ ⊕ ⊕ ⊕	M, H, H	10, 12, 22	Knockdown
Creeping Snake to Left Kick	↖ ⊕ ⊕ ⊕	M, H, H	10, 12, 20	
Creeping Snake ■ Left Low Kick	↖ ⊕ ⊕ ⊕ ⊕	M, H, L	10, 12, 10	
Approaching Storm	↖ ⊕ ⊕ ⊕ ⊕	M, H, H, H	10, 6, 8, 14	Launcher
Flash Kicks	↖ ⊕ ⊕ ⊕ ⊕	M, H, H, H	10, 6, 8, 15	Knockdown
Mid Head Ringer	↖ ⊕ ⊕	M, H	10, 15	Knockdown
Wine Opener	↖ ⊕	L	10	
Guard Breaker	↖ ⊕	M	0	Guard Break
Low Jab Rising Kick	↓ ⊕ ☆ ⊕	SM, M	5, 10	
Ice Sickle	↓ ⊕	M	15	
Left Spin Low Kick to Right Uppercut	↓ ⊕ ⊕	L, M	12, 10	Launcher
Left Spin Low Kick to High Right Kick	↓ ⊕ ⊕	L, H	12, 20	
Low Kick Spin Punch	↓ ⊕ ⊕	L, H	7, 10	
Low Kick Spin Punch to Sidestep	↓ ⊕ ⊕ ⊕ ↓ (or ↑)	L	7	2nd hit cancels
Bloody Scissors	↓ ⊕	I	50	Knockdown
Heel Grind	↓ ⊕	L	16	
Scarlet Rain	↘ ⊕	M	22	
Scarlet River	↘ ⊕ ⊕	M, L	22, 15	
Scarlet Spout	↘ ⊕ ⊕	M, M	22, 15	Launcher
Low Jab Rising Kick	↘ ⊕ ⊕	SM, M	8, 15	
Mudslide	↘ ⊕	L	18	Knockdown
Severe Quake	↘ ⊕ ⊕	L, L	18, 14	Knockdown
Hunting Swan	↘ ⊕ (↑↑ to cancel)	I	95	Knockdown
Cross Cut Saw	← ⊕ ⊕ ⊕	M, H, M	10, 10, 24	Knockdown
Double Slap	← ⊕ ⊕	H, H	15, 18	
Fatal Attack Combo	↘ ⊕ ⊕	H, M	10, 16	
Hail Storm	↘ ⊕ ⊕ ⊕	H, M, M, M	10, 16, 10, 10	Knockdown
Sudden Storm	↘ ⊕	M	25	Knockdown
Can Opener	↘ ⊕ ⊕ ⊕	H, L, H	20, 10, 14	
Can Opener to Sidestep	↘ ⊕ ⊕ ⊕ ↓ (or ↑)	H, L	20, 10	Shifts to Sidestep
Quick Somersault Kick	↗ ⊕	M	22	Launcher
Executioner	→ ⊕ ⊕	H	21	Knockdown
Treading Water	→ ⊕ ⊕ ⊕ ⊕	M, M, M	20, 15, 15	
Treading Water to Chaos Judgement	→ ⊕ ⊕ ⊕ ⊕ ⊕	M, M, M	20, 15, 15	Shifts to Chaos Judgement
Falling Heal	→ ⊕ ⊕	M	20	
Falling Heal to Chaos Judgement	→ ⊕ ⊕ ⊕	M	20	Shifts to Chaos Judgement
Assassin's Dagger	↓ ⊕ ⊕	H	18	
Piston Kick	↓ ↘ → ⊕	M, M	12, 12	Knockdown
Bone Cutter	→ → → ⊕	M	20	Knockdown
Rising Palm	While rising ⊕	M	22	Launcher
Low Somersault Kick	While crouching ↘ ⊕	M	22	Launcher
High Somersault Kick	While crouching ↗ ⊕	M	35	Knockdown
Cat Thrust	While crouching → ⊕	M	27	Knockdown
Right Hand Stab	While crouching → ⊕	M	25	Knockdown
Right Handed Sweep	While crouching ↘ ⊕	L	23	Knockdown
Chaos Tail	During sidestep ⊕	L	12	
Slice Shot	During sidestep ⊕	H	24	Knockdown
Bloody Chaos	During sidestep ⊕	M, M	8, 14	Knockdown

Chaos Judgement

Special Move	Command	Properties	Damage	Notes
Chaos Judgement	← →			
Internal Storm	During Chaos Judgement →	H	14	Launcher
Picking Heel	During Chaos Judgement →	M	21	
Internal Avalanche	During Chaos Judgement →	L	12	Knockdown
Forward Roll	During Chaos Judgement →			Rolls Forward
Rolling Stone	During Chaos Judgement → →	■	27	Knockdown

10 Hit Combos

Move	Command	Properties	Damage	Notes
10 Hit Combo 1	→ → → → → → → → → →	H, H, H, H, H, L, H, H, H, H	4, 10, 6, 6, 7, 9, 6, 6, 6, 30	Knockdown
10 Hit Combo 2	→ → → → → → → → → →	H, H, H, H, M, H, H, H, M, M, M	4, 10, 6, 6, 18, 7, 8, 8, 10, 8, 25	Knockdown
10 Hit Combo 3	→ → → → → → → → → →	H, H, H, H, M, H, H, H, M, M, L	4, 10, 6, 6, 18, 7, 8, 8, 10, 8, 12	Knockdown
10 Hit Combo 4	→ → → → → → → → → →	H, H, H, H, M	4, 10, 6, 6, 18	Shifts to Chaos Judgement

Throws

Move	Command	Properties	Damage	Escape
Chin Punishment	Approach enemy → (or → →)	H	35	→
Edging Face	Approach enemy → (or → →)	H	35	→
Torso Spinner	Approach from left side → (or →)	H	40	→
Serpentine Arm Break	Approach from right side → (or →)	■	38	→
Overhead Triangle Lock	Approach from behind → (or →)	H	60	-
Overhead Toss	Approach enemy ↘ →	H	40	→
Elbow Smash	Approach enemy ↘ ↘ →	H	43	→
Attack Reversal	Time with enemy attack ← → (or ← →)	varies	varies	varies

Multi Throws

Move	Command	Properties	Damage	Escape
Chin Bash Combo	Chin Bash Combo			
Chin Bash	Approach enemy ↓ ↘ → →	H	15	→
Arm Snap	During Chin Bash → → → →	-	30	→
Reverse Arm Lock	During Chin Bash → → → →	-	20	→
Falcon Wing Squeeze	During Reverse Arm Lock → → → →	-	■	→
Rolling Arm Break	During Reverse Arm Lock → → → →	-	25	→
Snake Arm Lock Toss	During Reverse Arm Lock → → → →	-	30	→
Arm Lock	During Chin Bash → → → →	-	30	→
Rolling Arm Break	During Arm Lock → → → →	-	32	→
Arm Break Takedown	During Arm Lock → → → →	-	35	→

Top Ten List

Assassin's Dagger



Anna's Assassin's Dagger is a one-of-a-kind move that inflicts a lot of damage when it counter hits. On a successful counter hit, your opponent goes flying in the air and you can do 50% damage with ease. If the opponent blocks it, you're in an advantageous situation to follow up with a throw or launcher that will surely inflict pain. The Assassin's Dagger, when successfully counter hit, almost always takes your opponent to the closest wall, where you can eventually knock them out. This move hits high, so it is a big risk to take, but the reward supersedes the risk.

Uppercut Jab



This basic move is Anna's bread and butter. It makes the opponent stand up on block or hit, and it sets you up for your next attack. This move is completely safe, but it can be countered. Don't overuse this move, use it when your opponent is crouching to stop their attack. If you are near a wall, this is one of your best weapons to set up a throwing game.

Elbow Smash



This is one of the best throws in the game. It does 43 points of damage, and it is extremely hard to escape because the animation window is small. This throw is optimal when you are in the middle of one of your poking strings. When this throw connects, it puts you in the driver's seat for a follow-up attack that will almost surely hit the opponent.

Ice Sickle



One of Anna's new best moves is the Ice Sickle. If it connects, it puts the opponent on one knee in a crouching position. This is highly advantageous for you, because the next move is a guessing game for your opponent. They can block high, low, or try to escape a throw. If this move is blocked, it puts the opponent in a block stunned state, and you also have the next move before they can attack.

Mudslide



While Mudslide may seem slow to the naked eye, this move is a key mix-up in Anna's poking game. The animation for the Mudslide and the Chaos Judgement are remarkably similar, and if you use both moves often enough, your opponent will have a hard time seeing this move until it's too late. The opponent will fear this move more, because it has combo potential and the Picking Heel (During Chaos Judgement) doesn't.

Picking Heel



During Chaos Judgement,



The second part of this dangerous duo is the alternate option to do damage. This mid hitting move does insane damage, and it's also a throw stopper. If Anna is in Chaos Judgement and the opponent tries to throw her, the throw is reversed automatically. Your opponent will be in awe. This move has great priority, and it stifles a lot of big moves that try to launch you.

Quick Somersault Kick



This is Anna's safest launcher. It launches the opponent into the air for combos. The Quick Somersault Kick can be thrown out randomly, because very few moves in the game can punish it. If this move is used next to a wall, it creates a high wall stun and opens the door for a 50% combo. A great way to make sure this move connects is to do a string of low moves and force the opponent to block low. At that point, nail them with a Somersault Kick and start your big combo.

Hail Storm



This chain has a new ender in Tekken 5. Depending on which hit strikes the opponent first, there are several ways to proceed. If the first part hits, continue to the second part. Your next move depends on whether the second hit is a counter hit. If not, you need to continue to the third and remaining hit. On the third part, only one hit is guaranteed. If the second is a counter hit, proceed to a combo off the crumple stun. If this string is blocked, the third part is interruptible by a 12-frames-or-fewer move.

Low Kick Spin Punch



The wonder move has returned, and it has the same properties that it started out with in Tekken 2. This is one of Anna's best poking moves to keep the opponent guessing. It starts out low and does a backhand, which is high, but you can cancel out of it to do a sidestep move. The action starts after the sidestep. Her mix-up is very good, because she can go high or low and launch an opponent off of both of them.

Treading Water to Chaos Judgement



This set of moves makes Anna deadly near any wall. After almost any wall stun, she can use this string to dish out almost 50% in addition to the combo before it hits the wall. By using the first hit of the attack, it serves as a combo starter and is relatively safe. When using all three hits of the string, she can go into Chaos Judgement at the end and strike the opponent extremely fast, whether it be high or low.

Strengths

Anna has the amazing ability to double damage anytime she hits an opponent to a wall. She also serves as a poking machine to peck away at an opponent's life bar. By using your jab starters like Small Somersault Kick and Step In (↖ + ○), and using jabs to get the opponent to block, you will be set to go. Landing Icicle Edge (↓ + ○) on an opponent will almost always get you a free throw attempt because it puts the opponent in a free recovering. Use Mudslide (↘ + ○) sparingly because opponents will start to react by blocking low. Use the Peeking Heel (during Chaos Judgment, ○) to throw the opponent off guard and send them flying. Low Kick Spin Punch (↓ + ○) into her sidestep is one of her best low moves and can be repeated over and over to retaliate. Imploding Star (→ + ○) is a great way to punish whiffed attacks from afar. Left Spin Low Kick to Right Uppercut (↓ + ○ + ○) is a great attack to use against moves (especially jabs), but is very dangerous when blocked because Anna will be in an position where she can be launched quite easily. Her strings that end in a throw are often good because you never know after what punch the low attack comes after, it can come after 1, 2, or 3 jabs.

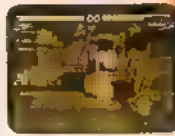


Weaknesses

Anna's low power attacks that do a lot of damage. This is what hurts her most. You can chip away using Low Kick Spin Punch (↓ + ○ + ○) and Low Kick to Right Uppercut (↓ + ○ + ○) but other than that, you will have a hard time launching your opponent and getting them to a wall as fast as possible. She does have a few moves that you can try to hit like Mudslide (↘ + ○) on characters that can severely punish her on block (like Kazuya) so that you won't want to rely on that heavily. Try to bait your opponent into blocking the Severe Quake (↘ + ○), and then stop after the first hit is blocked so you can use Quick Somersault Kick (↘ + ○) to launch them. Training the opponent to block against Anna's low attacks will be a key way for you to launch them. In stages where there are no walls, you will have to stay in their throw range and use a lot of throwing to be successful. Anna also has very few high moves that will follow the opponent around. Any time she uses side walking will have any easy time against her. To counter this only do short chains like Uppercut Jab (↖ + ○ + ○), Left Right Combo (↖ + ○ + ○), or use Cross Cut Saw (↖ + ○ + ○) to hit an off axis player.

Strategy

Where Anna excels above almost any other character. Off of a single jab, she can add on about 50% damage to any combo. This is extremely useful for launching the opponent, and you can do no damage dashing moves to get them close to the wall and then tack on that extra 50%. Her Neck Cut Throw to Wall (↖ + ○) near a wall does excellent damage, but beware if you are too close, as they can trip you and launch a combo of their own. If you do it from a safe distance away, there is almost nothing they can do to stop it. Her Jab (↖ + ○) and Scarlet Spout (↖ + ○) next to the wall is one of her best mix-ups because she can end with a high or mid for extra damage. An easy way to re-launch them back into the wall is to wait until they are in a crouching position and try for a Left Spin Low Kick to Right Uppercut (↓ + ○ + ○) to hit. If it hits clean, it will launch them back to the wall and you will be able to tack on another 50% and possibly knock them out at this time.



Good Match-Ups

Anna vs. JACK-5

This match where your poking skills will come in handy. Keep it safe and keep it simple. JACK-5 will have a hard time blocking the Left Right Combo (↖ + ○ + ○) and Uppercut Jab (↖ + ○ + ○). Launching with Step-in Uppercut and Quick Somersault Kick (↘ + ○) are your best bets because JACK-5 can't retaliate. Keeping JACK-5 in block stun is also a great way to deal with him. Ice Sickle (↓ + ○) and Executioner (→ + ○) are great in that sense. You will have the next option to go in for a throw or more poking strings. JACK-5 is very linear and only has a few good sidestepping moves. Small Somersault Kick (↖ + ○) is also a good mix-up on him, he doesn't have any moves that are fast enough to interrupt the throw. It becomes a guessing game. Wine Opener (↖ + ○) is also a move that puts the opponent on one knee and is very fast. By using this move, it will make the next move yours. All three of her quick low hitting strings are also good against JACK-5. If you keep the strings short and sweet, this should be a really easy match to win.

Anna vs. Asuka

Asuka only has a few moves that you really have to watch out for: Falling Tower (↖ + ○ + ○) is one of them. Anna wins with almost every other move that she has in her arsenal. Continue poking at Asuka with strings and make her guess high or low. Throwing out Assassin's Dagger (↓ + ○ + ○) against Asuka is relatively safe if they are far away. Take Asuka to the wall and hit her with your massive wall combos. Continue to put her in block stun and then throw her. She will have a hard time dealing with that as her pokes are slow. Asuka has a really good attack reversal, so if your opponent gets reverse crazy, make sure to chicken all of your big attacks. Mix up Peeking Heel (Chaos Judgment, ○) and Land Slip (↘ + ○) to keep the guessing game active. Asuka has a lot of strings and they are very countable. Try to memorize the attack strings and get a good attack to use a reversal. Just keep it safe and you will be victorious.

Anna vs. King

Even though King has a lot of throws, Anna can still keep him outside throw range by just using poking strings. New to King's arsenal is the ability to reverse right punches. This really doesn't factor into your poking game as Anna doesn't have a lot of pokes where the right punch is reversible. It will be a chore for King to guess right in order for him to score some damage. King has to be very patient, and this will leave Anna open for full on aggression. Force King to make mistakes and capitalize on them. King will have limited access on juggle starters because he has so few. Your main concern is to keep King out of throw range and poke him to death. Do not use any kicks when poking unless they are low kicks. Anna has special reversals against King only. She is the only one who can reverse his Shoulder Tackle. Use Uppercut Jab (↖ + ○ + ○) a lot and you will have a high probability of winning.

Bad Match-Ups

Anna vs. Kazuya



Anna has two really big problems in this matchup. If she attempts to go low, and is blocked, Kazuya will get a stun and you will be in big trouble. Avoid going low if possible and try to stay on your higher poking, Uppercut Jab (↖ + ○ + ○) and Low Jab Rising Kick (↓ + ○ + ○). You can use Scarlet Spout (↖ + ○) and be completely safe against Kazuya. Try to keep Kazuya stunned by you can by using ↓ + ○ and → + ○ and then try a safe combo starter like Low Somersault Kick (↖ + ○), or you can try a throw attempt after. Using the elbow against Kazuya might not be the best move, but it will do wonders for an un-expecting opponent. Generally Kazuya's attacks are quite slow so you should try to utilize attack reversals against him. Keep Kazuya near the wall to maximize the possibility for wall combos with a lot of damage. Kazuya doesn't have good tracking either, so side walking might be your answer to getting around a lot of moves that he has. Just be careful, if you walk the wrong way, you will take some serious damage.

Anna vs. Julia Chang

This matchup is the hardest one for Anna. Since Anna is a poking machine, Julia will have the option to interrupt her attack strings with one of her own and will lead to big damage. You have to play incredibly smart and resist the urge to do back to back attacks that have holes in them. All she needs is that one little opening and you will take an insane amount of damage. Also, if she gets a successful low parry, you will be in trouble. You are going to have to play safe and defensively to win this matchup. You will also have to be sidestepping and walking most of the time to be off axis to punish Julia. She will try to come at you with her ↘ + ○ elbow attack just to knock you down. Be cautious of this move and don't try to retaliate if it blocked. Use the power of your throwing game and safe launchers along with a heavy dose of patience and you will have the match where anyone can win.

Anna vs. Wang Jinrei

Here is another character that can punish in between poking strings. The G-Clef Cannon will be the attack at which you will have the most trouble defending against. You will have to play defensive once again as being too aggressive will often cost you the match. Mostly all of Wang's moves are completely safe when blocked, and he has very few low moves. It will be a patience battle as both players will see what moves they can land safely. Use your low ending strings: Jab Low Kick (↖ + ○), Biting Snake (short) (↖ + ○ + ○) and Jab Combo Low Kick (↖ + ○ + ○ + ○). Wang tracks really well with most of his moves, so you will have to be careful when sidestepping and walking. Annoy Wang with Wine Opener (↖ + ○) and then go for a launch after 1 or 2 of those connect. Wang also has a reversal which is unblockable, and it is very bad for Anna because it revolves around reversing left punch attacks. Pick your attacks, stay focused, be patient, and you will have more than a fighting chance to take out Wang.

Combos

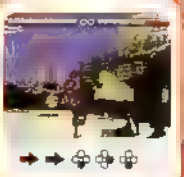
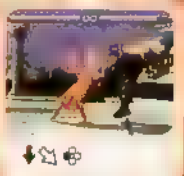
Combo 1



Combo 2



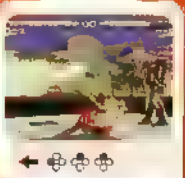
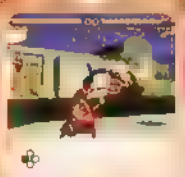
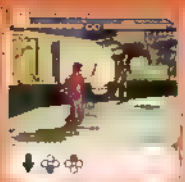
Combo 3



Combo 4



Combo 5

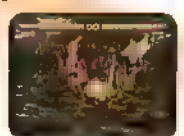


Parry Follow-Ups

Low Punch Parry



Low Kick Parry



Combo 6



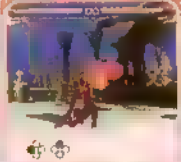
Combo 7



Combo 8



Combo 9



Combo 10





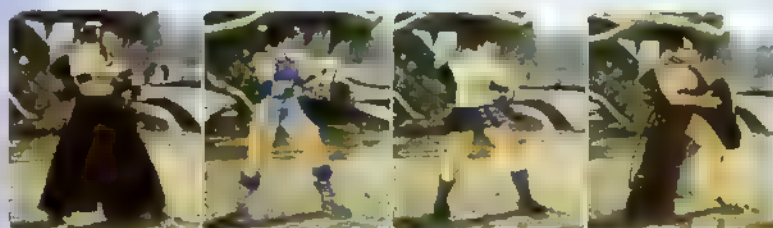
As a child, Asuka received training in Kazama Style Traditional Martial Arts from her father. Born with a strong sense of justice, Asuka was well known around Osaka for breaking up fights in the neighborhood.

Upon returning home one day, Asuka found that pupils of her father had been roughed up. She learned from her father's pupils that an unknown Chinese man showed up at the dojo, severely beat them, and sent her father to the hospital.

Several days later, an Interpol detective from Hong Kong came to investigate the incident, mentioning that the suspect was most likely planning to enter the King of Iron Fist Tournament. Upon hearing this, Asuka decided that she, too, would enter the Tournament.

Asuka Kazama

Fighting Style / Kazama Style Traditional Martial Arts
Country of Origin / Japan



Player 1 Costume

Player 2 Costume

Alternative Costume

Alternative Costume

Items

Head



Head - Trendy Hairstyle
300,000 G
Both Outfits - No



Head - Feather Accessory
500,000 G
Both Outfits - No



Head - Braids
80,000 G
Both Outfits - Yes



Head - Visor
200,000 G
Both Outfits - No



Head - Hunting Cap
300,000 G
Both Outfits - No

Face



Face - No Bandanna
30,000 G
Both Outfits - No



Face - Morning Glory
200,000 G
Both Outfits - No



Face - Bookworm Glasses
50,000 G
Both Outfits - Yes



Face - Headset
120,000 G
Both Outfits - No



Face - Sports Sunglasses
60,000 G
Both Outfits - No

Upper Body



Upper Body - Chest Protector
120,000 G
Both Outfits - No



Upper Body - Bow
60,000 G
Both Outfits - No



Upper Body - Choker
30,000 G
Both Outfits - Yes



Upper Body - Bag
150,000 G
Both Outfits - No



Upper Body - Pendant
30,000 G
Both Outfits - No

Lower Body



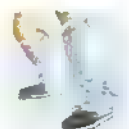
Lower Body - Kusarigama
60,000 G
Both Outfits - No



Lower Body - Ribbon Belt
150,000 G
Both Outfits - No



Lower Body - Chain Belt
40,000 G
Both Outfits - Yes



Lower Body - Leg Warmers
60,000 G
Both Outfits - No



Lower Body - Kneepads
500,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Lime Green
8,000 G



Color - Purple
8,000 G



Color - Pink
8,000 G



Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Color - Pink
8,000 G



Move List

Name	Command	Properties	Damage	Notes
Whiplash	⬅️⬆️	H, M	6, 15	
Jab Uppercut	⬅️⬆️	H, M	6, 10	
Jab Uppercut to Spinning Heel Drop	⬅️⬆️⬇️	H, M, M	6, 10, ■	Knockdown
Jab Uppercut to Front Kick	⬅️⬆️⬆️	H, M, M	6, 10, 20	
Jab Low Kick	⬅️⬆️	H, L	6, 10	
Jab Leg Cutter	⬅️⬆️	H, L	6, 14	
Rising Palm	⬆️	M	16	Launcher
Piercing Spear	⬆️	L	12	
Secret Blade	[⬆️⬆️]	L	22	Knockdown
Inner Strength	⬆️	■	22	Knockdown
Thunder Fall Kick	⬆️	M	10, 21	Knockdown
Wheel Kick	⬆️	H	21	Knockdown
White Heron Dance	⬆️⬆️⬆️	L, H, H, H	5, 8, 10, 23	
White Heron Lower Dance	⬆️⬆️⬇️⬆️	L, H, H, M	5, 8, 10, 18	Knockdown
Elizard Combo	⬆️⬆️⬆️	L, H, H, L	5, 8, 10, 12	Knockdown
Lunging Mist Thrust	➡️⬆️	M	18	
Demon Slayer	➡️⬆️	M	21	Launcher
Spinning Heel Drop	➡️⬆️	M	30	Knockdown
Back Spin Kick	➡️⬆️	H	25	Knockdown
Falling Tower	↘️⬆️⬆️	M, H	10, 13	Knockdown
Step-in Rising Palm	↘️⬆️	M	18	Launcher
Mnazuki	↘️⬆️	M	22	Knockdown
Heaven's Hammer	⬇️⬆️	M	18	
Funeral Palm	↙️⬆️	M	16	Launcher
Enchanted Circle	↙️⬆️	L	15	
Violet	⬅️⬆️	L	16	
Swallow Mallet	⬅️⬆️	M	12	
Swallow Mallet to Lunging Mist Thrust	⬅️⬆️⬆️	M, M	12, 15	
Swallow Mallet to Leg Cutter	⬅️⬆️⬆️	M, L	12, 14	
Swallow Mallet Elbow	⬅️⬆️⬆️	M, H	12, 13	
Dragon Wheel Kick	⬅️⬆️	M	20	Launcher
Dragon Wheel Kick Demon Slayer	⬅️⬆️⬆️	M, M	20, 14	Knockdown
Dragon Wheel Leg Cutter	⬅️⬆️⬆️	M, L	20, 9	
Heart Stopper	⬅️⬆️	M	18	

Name	Command	Properties	Damage	Notes
Iwato	↖ ↗	M	16	
Night Sky	↖ ↗	M	25	Launcher
Exorcisor	→ ↗	H	32	Knockdown
Raging Storm	↖ ↗	M, M	10, 22	Knockdown
Double Lift Kicks	↓ ↗	L, H	5, 20	Launcher
Mist Palm Thrust	→ ↗ ↗	M	23	Knockdown
Leaping Spin Kick	→ ↗ ↗	M	30	Knockdown
Grace	While crouching ↖ ↗	L	12	
Twin Cloud Kicks	While crouching ↗ ↗	M, M, M, M	10, 10, 10, 10	
Violet Strength	While rising ↗	M	19	
Rising Elbow	While rising ↗	M	15	
Moon Scent	While rising ↗	M	22	Launcher
Tornado Kick	While rising → ↗	H	25	Knockdown
Camellia	During sidestep ↗	H	18	
Whiplash to Toe Kick	→ ↗ ↗	M, M	18, 16	
Whiplash Combo	→ ↗ ↗ ↗	M, M, H	18, 16, 12	
Whiplash Double Lift Upper	→ ↗ ↗	M, L, H	18, 5, 20	Launcher
Whiplash Sacred Blade	→ ↗ ↗ ↗	M, L	18, 22	Knockdown
Leg Cutter Thunder Fall Kick	↖ ↗ ↗	L, M, M	14, 10, 21	Knockdown
Leg Cutter	↖ ↗	L	14	
Leg Cutter Thunder Fall Kick	↖ ↗ ↗	L, M, M	14, 16, 10, 21	Knockdown
Leg Cutter	↖ ↗ ↗ ↗	L, L, L	14, 16, 18	
Leg Cutter Thunder Fall Kick	↖ ↗ ↗ ↗ ↗	L, L, L, M, M	14, 16, 18, 10, 21	Knockdown
Leg Cutter White Heron Dance	↖ ↗ ↗ ↗ ↗	L, L, H, H, M	14, 5, 8, 10, 23	
Leg Cutter White Heron Lower Dance	↖ ↗ ↗ ↗ ↗ ↗	L, L, H, H, L	14, 5, 8, 10, 18	Knockdown
Leg Cutter White Heron Dance	↖ ↗ ↗ ↗ ↗ ↗	L, L, H, H, M	14, 5, 8, 10, 23	Knockdown

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	While rising ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗	M, H, M, M, M, L, M, L, M, M	15, 10, 8, 8, 6, 6, 7, 7, 25, 25	Knockdown
10 Hit Combo 2	While rising ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗	M, H, M, M, M, L, H, H, L, H	15, 10, 8, 8, 6, 7, 5, 6, 21, 24	Knockdown
10 Hit Combo 3	While rising ↗ ↗ ↗ ↗	M, H, M, M	15, 10, 8, 10	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Aiki Nage	Approach enemy ↗ (or → ↗)	H	35	↗
Katanuki	Approach enemy ↗ (or → ↗)	H	35	↗
Cloud Taste	Approach from Left side ↗ (or ↗)	H	40	↗
Wind Wheel	Approach from right side ↗ (or ↗)	H	40	↗
Twisted Limbs	Approach from behind ↗ (or ↗)	H	50	—
Attack Reversal	Time with enemy attack ← ↗ (or ← ↗)	varies	varies	varies
Destabilizer	Approach enemy ↖ ↗	M	—	—
Cherry Blossom	Approach enemy ← ↗	H	40	↗
White Mountain	Approach enemy ↖ ↗	H	40	↗
Falling Rain	Approach enemy ↖ ↗ ↗ ↗ ↗	H	45	↗

Top Ten List

Inner Strength



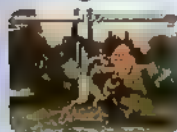
Inner Strength has extremely high priority and can stop almost any incoming attack. When this move connects, you can land a decent-sized combo afterward. The best part is that it doesn't need to be a counter hit for you to be able to combo afterward.

White Heron Dance



White Heron Dance can pick opponents up off the ground and lets you tack on some extra damage. It has almost no risk. It also leaves you open to continue the chain if you wish, or if you want a mix-up at the end. It also serves as a low opener that can chip away at an opponent's health.

Falling Tower



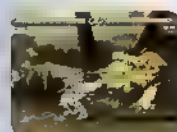
This is one of her best poking strings. Anytime the second part connects, it goes into an auto-throw. When you hit the string on a counter hit, the whole string is guaranteed. The reason this move is so highly regarded is that it has little risk and a huge reward if it connects. Feel free to use this move over and over to make your opponent counter what you are doing.

Demon Slayer



Demon Slayer is her big uppercut that sends the opponent flying into the air. It also serves as a big-damage combo-ender that makes the opponent weary of getting hit by the attack, and it's a way to get in close by canceling the move if it is about to hit. Pressing down ensures that you are close to the opponent and sets you up for another move or high-damage throw.

Minazuki



Minazuki is a mid-hitting move that knocks the opponent down. It can go under lots of high attacks, and it's the perfect move to just throw out randomly. It is also a wake-up nightmare for opponents. If they move just a little bit, they can be hit by another one while they are trying to get away.

Night Sky



This move goes over get-up attacks and combos afterward. This move is better than a normal hop kick because it goes forward in the air and doesn't leave Asuka at much of a disadvantage. It is also a mid-hitting attack that launches characters who are ducking. Follow this attack with an Exorcisor or White Heron Dance into a bigger combo.

Violet Strength



Violet Strength, one of the best moves while rising. Not only does it have good priority, but it stuns on counter hit. When it stuns, you can get a full-blown launch off of it and do huge damage. Mostly it's a safe move that retaliates against low blocked moves. It stops a lot of high attacks and catches a lot of characters with a counter hit before the opponent has a chance to hit you.

Heart Stopper



This is a completely safe move that is not reversible, and when it connects on counter hit, it stuns the opponent. This is one of the best follow-ups to Asuka's mid throw, because if the opponent tries any move, they're counter hit. Your best follow-up is to use the White Heron Dance and combo afterward.

Falling Rain



A throw that launches and has combo ability is one of the best throws in the game. You have two basic options off the throw. You can continue to combo afterward with a (circle with cross) followed by Exorcisor (circle with cross), or you can just let your opponent hit the ground and take an extra 30 points of damage and play wake-up games from there. The second option leaves your opponent guessing and could deal out more damage in the long run.

Moon Scent



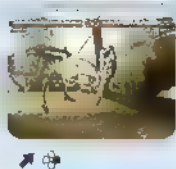
Moon Scent is a move that frequently goes under high attacks. It also serves as a combo launcher that leads into a decent sized combo. Using this attack near a wall surprises the opponent and gives you a high wall stun, leaving them open to big wall-damaging juggles. Use this if you think the opponent is going to block low.

Combos

Combo 1



Combo 2



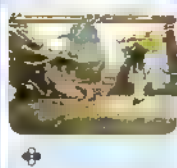
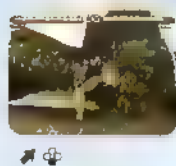
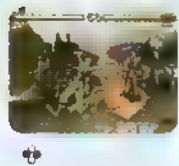
Combo 3



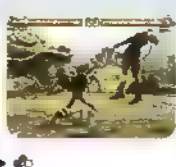
Combo 4



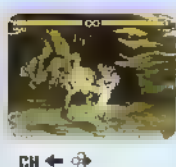
Combo 5



Parry Follow-Ups



Combo 6



Combo 7



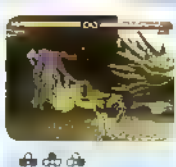
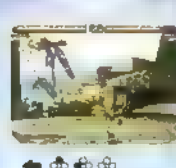
Combo 8



Combo 10



Combo 9



Strengths

Asuka's strengths rest in her ability to punish whiffed or blocked moves extremely well. Her moves are almost instant and have zero recovery time. Using this to your advantage is the key to victory. Her Inner Strength (☺) is extremely useful, and sucking moves in and opening the door to many ground combos. Demon Slayer (☞☺) is extremely useful for punishing a whiffed power move and starting a damaging juggle. Her Sacred Blade (☞☺☺) is a very fast sweep that catches the opponent off-guard. Use the White Heron Dance (☺) to pick them up off the ground and start the juggles. Her Falling Tower (☹☺☺) is amazingly good because it goes into a throw if the ☺ connects. Asuka's attack reversal offers more frames to catch moves than a lot of other characters. Each of Asuka's three throws is useful in its own way. The first one has the ability to combo after, the second is the only mid-hitting throw in the game and leaves you with the advantage, and the third is a way to get quick damage from the front.



Weaknesses

Asuka's main weakness is that she lacks damaging air combos and the ability to combo off low attacks. She has to rely heavily on high or mid attacks to do most of her damage. Most of her strings are interruptible at one point or another, so it is wise not to abuse them too much. Her wall game is also a big problem. She doesn't have a lot of options at the wall for added damage. She has to avoid walls altogether to have chance at winning. She has a good wake-up game that can confuse the opponent in a lot of ways, but usually only for a few hits. She also lacks launchers that you can combo off. She has very few and they are predictable.



Wall Strategy

This is where Asuka falls short. Her wall game is horrendous, but she does have a few bright spots. Your best bet is to score a big extra hit instead of trying a bunch of smaller hits in succession. Most of her moves that hit the wall immediately drop the opponent to the ground, leaving you with very limited options. A good way around this is to play wake-up games near the wall, mixing up high and low attacks so the opponent has to guess. Mid attacks like Moon Scent (WR☺) are great to use next to the wall, because they create a high enough wall stun to let you land a few hits.



Good Match-Ups

Asuka Kazama vs. Yoshimitsu

This match is good for Asuka in many ways. First, she can punish a lot of Yoshimitsu's moves, including ☹☺ and WR☺. All you have to remember in this match-up is that a lot of Yoshimitsu's moves can be sidestepped. Keep Yoshimitsu in the middle of the screen and just sidestep around him. When he goes for one of his moves, try to throw him or launch him. Asuka is the counter-master and can counter almost any of Yoshimitsu's moves involving his sword. Use Inner Strength (☺) a lot to stop any of his advancing moves. If Yoshimitsu is in his Meditation, Indian, or Manji Dragonfly stances, you can easily connect a White Heron Dance (☺) to start a combo off him. Try to keep him mid-screen and away from the walls, because you don't have a superb wall game and he does. Also, if you stay mid-screen you can effectively walk around him and land those big launchers or throws.

Asuka Kazama vs. Baek Doo San

Asuka has fast sidewalking speed, and it should be used against Baek. Baek is slower in *Tekken 5* than in previous *Tekken* games, so this is where you will excel. All of his low attacks can be seen and anticipated. Put him in block stun with Heaven's Hammer (☞☺), and then try a throw mix-up. If Baek starts sidestepping, use Inner Strength (☺) to put him in his place. White Heron Dance (☺) is a great way to take Baek out of his stance while he is trying to travel around. Night Sky (☹☺) is always an option when dealing with sidesteppers, because it tracks and also starts a combo. Use this to trick the opponent into using a getup attack, and you will go over it. Falling Tower (☹☺☺) is amazing for hitting opponents who are sidewalking and sidestepping and getting a counter hit. Using Destabilizer (☹☺) and then doing a Heart Stopper (☞☺) is a great way to score a free counter hit. Stick to these moves and you will be set in your battle with Baek.

Asuka Kazama vs. Jin Kazama

Asuka wins this match based on priority. She can out-prioritize most moves that Jin has. Be wary of doing long strings against Jin, because his parry will stop them quickly and open the door for him to get in close. A lot of Jin's power moves are all mid and high and they're all reversible. Stick to using Inner Strength (☺) and Falling Tower (☹☺☺) a lot. If Jin begins to parry the second hit of the Falling Tower (☹☺☺), stop after the first hit and try to nail him with a damaging throw. Jin lacks a quick low attack that can knock you down, so you don't have to worry about blocking low most of the time. Stick to your throw game and try to keep him guessing. Using Sacred Blade (☞☺☺) can be dangerous at times if parried against Jin, but it is a viable option when playing against him.

Bad Match-Ups

Asuka Kazama vs. Marshall Law

Asuka is a retaliation character. To play her well, you must capitalize on your opponent's mistakes. Against Law, she has a major problem. Most of Law's moves are incredibly safe and incredibly easy to land counter hits with. Asuka's strings are slow, and Law can interrupt them with Body Blow to Somersault (☞☺☺). Try to avoid strings that are more than two hits. You need to be extremely patient and choose your moves wisely. Law doesn't have much of a choice in fast-while-rising attacks, so use your Falling Tower (☹☺☺) rather frequently. Both Law and Asuka have throws that launch the opponent, so know how to break his launcher throw (left punch escape) and use a Low Jab (☞☺) to set up yours. Law is a counter hit monster and you don't want to give him any opportunities to use this against you. Use reversals whenever you think you can land them, because Asuka has a really good one that allows a bigger window than most.

Asuka Kazama vs. Wang Jinrei

Asuka will have a very hard time in this match, because 95% of Wang's moves are safe on block. This makes it extremely hard for you to win. You have to stick to throws most of the time and you'll need low parrying to get anywhere. Don't use too many strings that do more than 3-4 hits, because Wang can just interrupt them with a launcher and do 50% damage. Don't give him the opportunity to do it. Keep him in block stun with Heaven's Hammer (☞☺) and use Inner Strength (☺) or throws after to keep him guessing. Wang has a lot of moves that keep you in block stun. You have to be careful of those, because he can actually get a free throw attempt and land Energy Blast (☞☺) for free on the ground. Learn to break throws with ☺ against Wang, because most Wang players attempt the Waning Moon when throwing. Be a little more patient and you will have more than a fighting chance to beat the 109-year-old man!

Asuka Kazama vs. Nina Williams

Nina can be the toughest match-up for a lot of characters. She is a poking monster, so you need to either out-poke her or have a really damaging power move. Well, Asuka doesn't have either of those, so she just has to guess a lot of the time. Falling Tower (☹☺☺) is a great way to stop Nina dead in her tracks, because she attacks a lot and the counter hit ratio will be way up. Try to keep Nina out of super-close range, which is where she excels. Use Right Kick (☹☺) to keep her out. Moon Scent (WR☺) is also a great move to use against Nina players that always like to abuse One Two Punch (☺☺). It goes under them and launches Nina for a decent-sized combo. Keep Nina away from the wall at all costs. She is the queen of wall damage and mix-ups. Nina's tracking on some moves is lacking, so that is where you might be able to score some free damage when you sidestep.

Baek, Tae Kwon Do master and Hwoarang's mentor, was on his way home from teaching out in the country when he was attacked and lost consciousness.

Baek later awoke in a military hospital. An official from the Defense Department explained that Baek had been in a coma for over a year. The official persuaded Baek to become a Tae Kwon Do instructor for the military once he recovered.

A year later, Baek was teaching Tae Kwon Do at a military base when the brass convinced him to contact Hwoarang and ask him to return. The two met again for the first time in two and a half years.

Two months later, Baek asked Hwoarang to enter the King of Iron Fist Tournament 5 in order to test his skills in Tae Kwon Do.

Baek Doo San

Fighting Style / Tae Kwon Do
Country of Origin / Korea



Player 1 Costume



Player 2 Costume

Items

Head



Head - Bandanna
150,000 G
Both Outfits - No



Head - Headgear
120,000 G
Both Outfits - No



Head - Natural Hairstyle
80,000 G
Both Outfits - Yes



Head - No Hat
120,000 G
Both Outfits - No



Head - Topknot
200,000 G
Both Outfits - No

Face



Face - Eye Patch
300,000 G
Both Outfits - No



Face - Hero Mask
200,000 G
Both Outfits - No



Face - Biocals
40,000 G
Both Outfits - Yes



Face - Sunglasses
60,000 G
Both Outfits - No



Face - Party Mask
500,000 G
Both Outfits - No

Upper Body



Upper Body - Pendant
30,000 G
Both Outfits - No



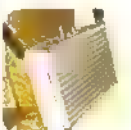
Upper Body - Chest Protector
500,000 G
Both Outfits - No



Upper Body - Sandbag
30,000 G
Both Outfits - Yes



Upper Body - Scarf
150,000 G
Both Outfits - No



Upper Body - Attaché Case
300,000 G
Both Outfits - No

Lower Body



Lower Body - Luta
60,000 G
Both Outfits - No



Lower Body - Leg Protectors
60,000 G
Both Outfits - No



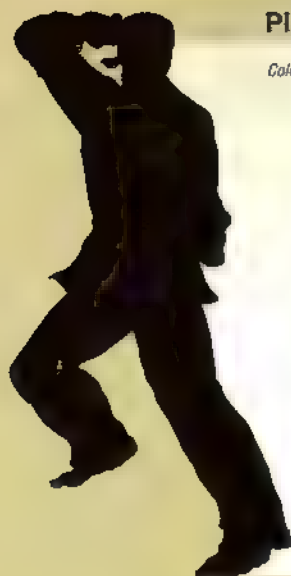
Lower Body - Open Fingered Gloves
50,000 G
Both Outfits - Yes



Lower Body - Baton
30,000 G
Both Outfits - No



Lower Body - Whip
60,000 G
Both Outfits - No



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Brown
8,000 G



Color - Green
8,000 G



Color - Yellow
8,000 G



Color - Purple
8,000 G



Color - Beige
8,000 G



Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Gray
8,000 G



Color - Brown
8,000 G



Color - Green
8,000 G



Color - Blue
8,000 G



Color - Purple
8,000 G



Color - Beige
8,000 G



Move List

Move	Combos	Properties	Damage	Notes
Double Jab	☺☺	H, H	5, 5	
Left Right Combo	☺☺	H, H	5, 10	
Left Right Flamingo Step	☺☺☺➡ or ☺☺➡	H, H	5, 10	Shifts to Flamingo
One Two Butterfly Kicks	☺☺☺☺☺☺	H, H, H, M, H, H	5, 10, 15, 12, 12, 25	Stuns
One Two Butterfly Needle	☺☺☺☺☺☺↓	H, H, H, M, H, L	5, 10, 15, 12, 12, 10	Knockdown
One Two Black Widow	☺☺☺☺☺☺	H, H, H, M, H, M, M	5, 10, 15, 12, 15, 18, 17	
One Two Maelstrom	☺☺☺☺☺☺☺☺	H, H, H, M, H, M, L	5, 10, 15, 12, 15, 18, 15	
One Two Butterfly Blade	☺☺☺☺☺☺	H, H, H, L, M	5, 10, 15, 8, 25	Launcher
Right Punch Back Fist	☺☺	H, H	12, 15	
Butterfly Kicks	☺☺☺☺☺	H, H, M, H	15, 12, 12, 25	Stuns
Butterfly Kicks to Low Kick	☺☺☺☺☺↓	H, H, M, L	15, 12, 12, 10	Knockdown
Launching Rocket	☺☺☺	H, L, M	15, 8, 25	Launcher
Black Widow	☺☺☺☺☺☺	H, M, H, M, M	15, 12, 15, 18, 17	
Maelstrom	☺☺☺☺☺☺	H, M, H, M, L	15, 12, 15, 18, 15	
Falling Axe	☺☺	H, M	15, 18	
Lightning Halberd	☺	H, H	10, 10	Knockdown
Body BLow	➡☺	M	18	
Tndent Rush	➡☺☺☺☺	H, L, M	10, 10, 12	
Spinning Axe Combo	➡☺☺☺	M, M	18, 9	Knockdown
Heel Drop to Middle Kick	☺☺☺☺	M, M	22, 17	
Heel Drop to Low Kick	☺☺☺☺	M, L	22, 15	
Double Claymore	☺☺☺☺	M, M	21, 15	
Snake Rocket	☺☺☺☺☺	L, L, M	12, 7, 22	Launcher
Snake Kick	☺☺☺☺☺	L, L, L	12, 7, 7	
Baek's Rush	☺☺☺☺☺☺	L, M, M, M	7, 10, 15, 25	
Baek's Rush Low	☺☺☺☺☺☺↓	L, M, M, L	7, 10, 15, 15	
Sliding Knee Snap	☺☺	L	12	
Dark Halberd	☺☺	L	21	Knockdown
Dynamite Heel	☺☺	!	40	Knockdown
Stealth Needle	☺☺	M	17	
Soft Cut	☺☺	H	15	

Flamingo Stance

Name	Command	Properties	Damage	Notes
Flamingo	← ⊕			
Flamingo to High Low Kick	During Flamingo ⊕ ⊕ ⊕	M, M, L	15, 15, 10	Knockdown
Flamingo Eliminator	During Flamingo ⊕ ⊕ ⊕ ⊕	M, H, M, M	15, 10, 18, 17	
Flamingo Maelstrom	During Flamingo ⊕ ⊕ ⊕ ⊕	M, H, M, L	15, 10, 18, 15	
Flamingo Rocket	During Flamingo → ⊕	M	■	Knockdown
Crimson Lance	During Flamingo → ⊕	H	30	Knockdown
Flamingo Pick	During Flamingo ↓ ⊕	L	7	
Head Crusher	During Flamingo ← ⊕	M	21	
Heel Lance	← ⊕	M	15	Launcher
Destruction	↑ ⊕ ⊕	H, H	10, 15	Launcher
Bone Stinger	↗ ⊕	M	22	
Hunting Hawk	↗ ⊕ ⊕ ⊕	M, M, H	15, 9, 12	Knockdown
Leaping Snap Kick	↗ ⊕	M	18	Launcher
Trick Butterfly Kicks	↗ ☆ ⊕ ⊕ ⊕ ⊕	M, H, M, H	25, 12, 12, 25	Stuns
Trick Butterfly Needle	↗ ☆ ⊕ ⊕ ⊕ ⊕ ↓ ⊕	M, H, M, L	25, 12, 12, 10	Knockdown
Trick Black Widow	↗ ☆ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, M, M	25, 12, 15, 18, 17	
Trick Maelstrom	↗ ☆ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, M, L	25, 12, 15, 18, 15	
Hopping Double Kick	↗ ☆ ⊕ ⊕	M, H	25, 20	Knockdown
Rocket Litter	↗ ☆ ⊕ ↓ ⊕ ⊕	M, L, M	25, 8, 25	Launcher
Left Heel Drop	→ ⊕ ⊕	M	23	Knockdown
Hammer Heel	→ ⊕ ⊕	M	15	
Spinning Backfist	← ⊕ ⊕	H	12	
Last Resort	← ⊕ ⊕	I	60	Knockdown
Cyclone Launcher	→ → ☆ ⊕	H	21	Launcher
Rocket Shooter	→ ☆ ↓ ⊕ ⊕	M	25	Launcher
Killing Blade	→ → → ⊕	■	30	Knockdown
Double High to Low Kick	While rising ⊕ ⊕ ⊕	H, M, L	12, 10, 10	Knockdown
Eliminator	While rising ⊕ ⊕ ⊕ ⊕	H, H, M, M	12, 15, 18, 17	
Knee Javelin	While rising ⊕ ⊕ ⊕ ⊕	H, H, M, L	12, 15, 18, 15	
Albatross	While rising ⊕ ⊕ ⊕	M, M, M	13, 16, 17	
Javelin	While rising ⊕ ⊕ ⊕	M, M, L	13, 16, 15	
Race Hammer	During sidestep ⊕	M	17	
Reverse Middle Kick	Back towards enemy ⊕	M	15	

Throws

Name	Command	Properties	Damage	Escape
Hammerhead Throw	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Blue Shark Claw	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Snake Revenge	Approach from left side ⊕ (or ⊕)	H	40	⊕
Hunting Serpent	Approach from right side ⊕ (or ⊕)	H	40	⊕
Compound Fracture	Approach from behind ⊕ (or ⊕)	H	50	-
Human Cannonball	Approach enemy → ⊕	H	30	⊕
Swordfish Throw	Approach enemy ↗ ⊕	H	40	⊕
Roll and Choke	Approach enemy → ⊕ ⊕	H	40	⊕

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	↪ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	H, H, L, M, M, M, H, M, L, M	15, 12, 5, 5, 6, 6, 5, 5, 7, 25	Launcher
10 Hit Combo 2	↪ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	H, H, H, L, M, M, M, L, M, L	15, 12, 8, 5, 6, 6, 6, 7, 21, 17	Knockdown

Top Ten List

Spinning Axe Combo



↪ ↻ ↻

This is one of the few punch moves he has, and it knocks down the opponent on any hit. The second part of this move is a guaranteed hit if the first part connects. This move is fast and can stop incoming attacks dead in the water. It also serves as a damaging combo ender that still bounces the opponent to the ground.

Right Upper



↪ ↻

This is his most basic combo starter and also one of his best. While the risk of this move when blocked is close to zero, it leads to most of your aerial combos. This move also launches characters on a non-counter hit, so all you have to do is make sure the attack connects and you are good to go.

Right Punch Back Fist



↪ ↻

This string of punches is guaranteed after the first hit connects. This serves as a retaliation move when you block a move. Because Baek only has one sidestep move, nothing will interfere when you are sidestepping and want to do the Right Punch Back Fist.

Lightning Halberd



↪ ↻

This move has new properties to it. After the move connects, you have the option to go into Flamingo stance. This enables Baek to do several of these moves back-to-back in one combo. This lets Baek get to the closest wall and do a huge wall combo. If you go into Flamingo, he is relatively safe from that point on.

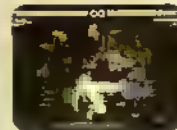
Bone Stinger



↪ ↻

This unique move is an overhead attack that stuns the opponent on one knee. It stuns them even more if you get it with a counter hit. This is an easy way to control the match and make the opponent guess your next move. You can also do this move from sidestep or as a last-second surprise.

Dark Halbard



↪ ↻

This move is a low attack that can combo afterward. Unfortunately, it is slow and easily anticipated. When it connects, you can get 3-4 hits off it and possibly a wall stun if it's spaced right. This is the only standalone knockdown move, so you must use it in moderation.

Trident Rush



↪ ↻ ↻ ↻

This is a new string for Baek. Not only does it hit in three different property ranges, but it is a guaranteed string on normal hit. The second hit is low-parryable, but is hard to see coming. If the third hit connects on counter hit, it results in an inescapable stun. Use this string to sneak in the low attack and get a free third hit afterward.

Baek's Low Rush



↓ ↻ ↻ ↻ ↻

This string starts low and can continue for four hits and can end also. The first three hits of the string are guaranteed on a counter hit. The string is useful because it starts low and has a mix-up at the end. This is also a completely safe string if you only use the first three hits.

Rocket Shooter



↪ ↻ ↻ ↻ ↻

This is Baek's high launcher, and it goes under standing jabs quite well. You can also cancel it into his Flamingo stance by holding ↵ instead of ↻. It is his only launcher where he can combo Hunting Hawk after it connects. This gives you a high wall stun and enables high-damage combos off the wall.

Cyclone Launcher



↪ ↻ ↻ ↻ ↻

This move serves as a new launcher for Baek. He spins around while launching the opponent into the air. This move is good because you can cancel it into his Flamingo stance instead of launching. This can be particularly useful when you're trying to trick the opponent into blocking and then want to throw them instead.

Strengths

The general strategy with Baek is to land combos and do some big damage with walls. His other ability is to trick the opponent with his cancels and go into his throwing game unexpectedly. This is extremely useful, because when you train the opponent to block and then you throw them, they will be uncertain when to block and when to attack. Use this and the ability to combo off your Dark Halberd (↘+P) when in Flamingo stance, and you will have your high/low game in place. Baek's throw range is very long, and you can cancel out of Flamingo and hit the opponent with a throw from far away. Sidestep and then land the Right Punch Back Fist (→+P) for easy damage. Pressure the opponent with the first hit of Spinning Axe Combo (→+P+P) and then go for a low attack if it is blocked. Baek's overall goal is to pressure the opponent with all his kicks and the mix-up that comes with them. Mix-up games with kicks are deadly when the last hit of most of his strings end with a stun. Moves like Double High Low Kick (WR+P+P+P) are good because the string ends low and trips the opponent on regular hit, so you can follow up with a combo.



Weaknesses

Baek's main weakness is that he has no solid low moves that can't be detected. His Dark Halberd (↘+P) is relatively good the first few times you use it in a match, but after that your opponent will catch on. Most of his other low attacks do minimal damage, or else they come at the end of a big string, which makes them very vulnerable to a low parry. He is mostly kicks with a few punches. Since his move list is very limited, opponents will start to see his strings and will adjust to them. The best option is to use all the moves that he has. This will maximize your risk of getting parried on a move they remember seeing.



Wall Strategy

Baek's wall game is very promising. With the ability to stun on normal hits, he can take his opponent to the wall with his cancels and also by just doing jabs. At the wall, Baek can do easy damage by just doing strings. One of the more damaging strings is One Two Butterfly Kicks (P+P+P+P+P) and stopping before the last hit because it won't connect. Use your block stun tactics so you can throw the opponent into position for a wall attack.



Good Match-Ups

Baek Doo San vs. Anna Williams

All of Baek's good match-ups come from his ability to maneuver his way around his opponent. Anna is very linear and doesn't have good moves that track. This is your way to beat her. Continually sidestep to avoid whatever she throws out. If you can get behind her, launch her with Right Upper (↖+P) and start off with a big combo. If you are in range, you might want to go with a throw. Walk circles around Anna so she goes for each of her moves, and you will be good to go.

Baek Doo San vs. Ganryu

Ganryu has only one move you need to look out for when you are sidestepping. His Falling Hammer (SS+P) is very powerful and hits sidesteppers very well and he ends up getting a huge three-hit combo off it. Everything else Ganryu has is straightforward with no tracking. Use this to your advantage and perform moves that go into Flamingo, so you can immediately sidestep afterward. Ganryu's attack reversal is only punches, so throw massive kicks his way to force him to do nothing but block. But really, just stick to the off-axis game and you should have a free win.

Baek Doo San vs. Heihachi Mishima

Heihachi is another character who has problems with good sidesteppers. Once again, play the sidestepping game, and stay away from big attacks such as the Rising Uppercut (→☆↓+P). The only move you have to watch out for is his Spinning Demon (→☆↓+P+P+P). It has insane amounts of tracking and will get you from almost anywhere. Other than that, try to use moves from Flamingo, and get behind him to do your damage. Heihachi can do damage in a flash, so make sure when you are in front of him to duck most of the time, so he can't launch you.

Bad Match-Ups

Baek Doo San vs. Paul Phoenix

Paul has insane priority and can do 50% combos in a matter of seconds. His Phoenix Smasher (↓↘→+P) tracks so well that if you are in Flamingo and sidestepping around him, you will get hit. Try to mix up strings and keep him guessing at your high/low game. Whatever you do, try to stay away from walls. Paul has one of the best wall games, so you will be at a disadvantage if you end up hitting the wall. Poke him with some low moves and try to launch him with only Right Uppercut (↖+P). Also, using Bone Stinger (↘+P) is a really good way put him in block stun and then you can move in for the throws. Try to vary all your moves and you will be somewhat successful.

Baek Doo San vs. Jin Kazama

This is where one of Jin's moves destroys your whole game plan. Any off-axis moves will be nullified by Jin's Laser Scraper. You have to change up your game drastically to beat him. Stay in front of him, and try to do basic launchers to get some combos. Using Dark Halberd (↘+P) is not a option here because if he blocks it, he will get a free Crouching Uppercut (WR+P) and launch you for up to 50%. Keep to your throwing game and high/low mix-ups, and try to get him to the walls so you can do some easy damage. Playing it safe and picking when to attack is the key so you want to win this match.

Baek Doo San vs. Nina Williams

This match-up is one of the worst ones you can encounter. Almost all of Nina's moves are significantly faster than your moves. She also has dominating sidestep and tracking moves. Keep her away at all costs and do long-range moves to win this battle. Be very patient and very safe if you expect to win. Double Claymore (↖+P+P) is a great way to keep her out of close range. If she is being a constant aggressor, you will have to rely on your punch parry to control her tactics. Throwing Nina is hard to do, but try to put her in block stun and you might be more successful. Nina lacks a decent while-standing move, so you can use Dark Halberd (↘+P) more often than not. Right Uppercut (↖+P) is your safest bet when she is in close. You just have to find the right hole in herpoking for it to pay off.

body for a series of... (faded text)

... (faded text)

... (faded text)

... (faded text)

Bruce Irvin

Fighting Style / Kickboxing

Country of Origin / USA



Player 1 Costume



Player 2 Costume



Alternative Costume

Items

Head



Head - Cornrow
300,000 G
Both Outfits - No



Head - Headgear
60,000 G
Both Outfits - No



Head - Swimming Cap
80,000 G
Both Outfits - Yes



Head - Afro
500,000 G
Both Outfits - No



Head - Bike Helmet
300,000 G
Both Outfits - No

Face



Face - Sideburns
60,000 G
Both Outfits - No



Face - Bandage
30,000 G
Both Outfits - No



Face - Swimming Goggles
50,000 G
Both Outfits - Yes



Face - Sunglasses
120,000 G
Both Outfits - No



Face - Earring
60,000 G
Both Outfits - No

Upper Body



Upper Body - Chick
500,000 G
Both Outfits - No



Upper Body - Gloves
200,000 G
Both Outfits - No



Upper Body - Necklace
30,000 G
Both Outfits - Yes



Upper Body - Saxophone
150,000 G
Both Outfits - No



Upper Body - Bracelet
60,000 G
Both Outfits - No

Lower Body



Lower Body - Shin Guards
120,000 G
Both Outfits - No



Lower Body - Champion's Belt
150,000 G
Both Outfits - No



Lower Body - Sledgehammer
40,000 G
Both Outfits - Yes



Lower Body - Chain
60,000 G
Both Outfits - No



Lower Body - Rose
200,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Pink
8,000 G



Color - Brown
8,000 G



Color - Light Blue
8,000 G



Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Color - Light Blue
8,000 G



Move List

Name	Command	Properties	Damage	Notes
Left Right Combo	⬅ ➡	H, H	6, 10	
Bruce Rush	⬅ ➡ ➡ ➡	H, H, M, M	6, 10, 9, 14	Knockdown
Northern Lights Combination	⬅ ➡ ➡	H, H, M	6, 10, 18	Knockdown
One Two Mid Kick	⬅ ➡ ➡	H, H, M	6, 10, 18	
One Two High Kick	⬅ ➡ ➡ ➡	H, H, H	6, 10, 22	
One Two Low High Kick	⬅ ➡ ⬇ ➡ ➡	H, H, L, H	6, 10, 10, 25	Knockdown
Southern Cross Combination	⬅ ➡ ➡	H, H, M	6, 15, 18	Knockdown
Northern Lights	⬅ ➡	H, M	12, 18	Knockdown
Right Straight to Mid Kick	➡ ➡	H, M	12, 18	
Right Straight to High Kick	➡ ➡ ➡	H, H	12, 22	
Right Straight to Low High Kick Combo	➡ ⬇ ➡ ➡	H, L, H	12, 10, 25	Knockdown
Vulcan Combination	⬅ ➡ ➡ ➡	M, M, M, M	11, 11, 15, 16	
Bruce Special	⬅ ➡ ➡ ➡	M, M, M, L	11, 11, 15, 9	
Shut Out Kick	⬅ ➡	M, H	11, 16	Knockdown
Cobra Sword	➡ ➡	H	22	Stuns
Sledge Hammer	⬅	M	28	Knockdown
Triple Elbow Rush	➡ ➡ ➡ ➡	H, H, M	7, 10, 21	Knockdown
Bulldog Bite	➡ ➡	M	23	Knockdown
Triple Kick Rush	➡ ➡ ➡ ➡	M, M, H	13, 14, 20	Knockdown
Sidestep Elbow	➡ ➡	H	21	Knockdown
Double Elbow	⬅ ➡ ➡	M, M	13, 10	Launcher
Ti Sok Ran	⬅ ➡	M	10	Launcher
Leg Slice Tornado Upper	⬅ ➡ ➡	L, M	12, 32	Knockdown
Trident Middle	⬅ ➡	M	15	
Gatling Kicks	⬅ ➡ ➡ ➡ ➡ ➡	M, M, M, M, M	7, 4, 4, 4, 10	Knockdown
Rabid Bulldog	⬇ ➡ ➡	L, H	13, 18	
Trident Low	⬇ ➡	L	8	
Swaying Rabid Bulldog	⬅ ➡ ➡	L, H	13, 18	
Sway High Kick	⬅ ➡	M	18	
Back Hand Blow	⬅ ➡	H	21	
Stomping Kick	⬅ ➡	H	18	
Stomping Straight Feint	⬅ ➡ ➡	H, H	18, 12	
Stomping Knee Feint	⬅ ➡ ➡	H, M	18, 17	Knockdown
Triple Knee Combo	⬅ ➡ ➡ ➡	M, M, M	15, 13, 25	Knockdown
Double Knee to Low Kick	⬅ ➡ ➡ ⬇ ➡	M, M, L	15, 13, 12	

Name	Command	Properties	Damage	Notes
Killing Blow	↩ ⊕	I	60	Knockdown
Jumping Elbow	↗ ⊕	M	12	
Jumping Knee	↗ ⊕	M	24	Knockdown
Rolling Cutter	→ ↗ ⊕	M	18	Knockdown
Cross Straight	→ ↗ ⊕	H	18	Knockdown
Slash Kick	→ ↗ ⊕	M	25	Knockdown
Leg Bazooka	→ ↗ ⊕	H	30	Knockdown
Bull Tornado	← ↗ ⊕	L	18	
Knee Launcher	← → ⊕	M	■	Launcher
Backflip	← ← ☆ ⊕		0	Backflip
Leg Bazooka Feint	← ← ☆ ⊕ ⊕	II	15	Knockdown
Impact Elbow	→ ☆ ↓ ↗ ⊕	II	■	Knockdown
Ducking Left Low Kick	→ ☆ ↓ ↗ ⊕	L	18	
Ducking Knee Launcher	→ ☆ ↓ ↗ ↗ ⊕	M	35	Knockdown
Sniper Slash	→ → → ⊕	M	30	Knockdown
Double Tomahawk	While rising ⊕ ⊕	M, H	11, 14	Knockdown
Tornado Upper	While crouching ↘ ↓ ↗ ⊕	M	27	Knockdown
Amputation Low Kick	While crouching ↘ ↓ ↗ ⊕	L	18	
Drop Elbow	During sidestep ⊕	M	18	
Cyclone Kick	During sidestep ⊕	H	35	
Right Mid Left Hook	During sidestep ⊕ ⊕	M, H	18, 18	Knockdown
Double Mid Kick	During sidestep ⊕ ⊕	M, M	18, 22	Knockdown

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, H, H, M, M, L, H, M, M	6, 8, 8, 9, 13, 9, 8, 14, 13, 25	Knockdown
10 Hit Combo 2	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, H, H, M, M, L, H, L, M	6, 8, 8, 9, 13, 9, 8, 14, 12, 25	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Face Crushing Knee	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Front Knee Kick	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Head Break Throw	Approach from left side ⊕ (or ⊕)	H	40	⊕
Face Break Throw	Approach from right side ⊕ (or ⊕)	H	40	⊕
Reverse Neck Throw	Approach from behind ⊕ (or ⊕)	■	50	-

Multi Throws

Name	Command	Properties	Damage	Escape
Clinch	→ ☆ ↓ ↗ ⊕	H	0	⊕
Charanbo	During Clinch ⊕ ⊕	H	23	⊕
Charanbo Rush	During Clinch ⊕ ⊕ ⊕ ⊕	■	46	⊕
Right Knee Kick	→ ☆ ↓ ↗ ⊕	H	20	⊕
Neck Throw	During Right Knee Kick ⊕ ⊕ ⊕	H	55	⊕
Left Side Knee	During Right Knee Kick ⊕ ⊕ (or ⊕ ⊕)	H	35	⊕ or ⊕
Right Side Knee Kick	During Left Side Knee ⊕ ⊕ ⊕	H	60	⊕ or ⊕
Flying Knee Kick	During Right Side Knee Kick ⊕ ⊕ ⊕ ⊕	H	100	⊕ or ⊕

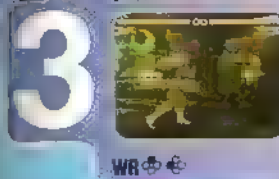
Top Ten List



1 Although this move looks rather simple, it is a vital part of Bruce's arsenal. It knocks opponents into the wall, all the hits are guaranteed if the first hit connects on counter hit, and it deals good damage against the wall. It is an easy move to use for a counter hit when the opponent is rushing in with a move from afar. There are also some strings that can be interrupted with a jab, which means an easy counter hit for Bruce.



2 Another simple-looking move that also has multiple functions. Trident Low hits grounded opponents and has a far reach for a quick low. This move is safe on block and tracks opponents who try to sidestep often. It is a good low poke to frustrate your opponent, which could cause them to attack recklessly and give you more opportunities for counter hits. It can also be done out of a standing right punch or after the Twin Jabs (↵↵).



3 This is the best move while rising that Bruce has, because if the first hit connects, the second hit combos naturally. Double Tomahawk knocks the opponent down onto the floor and a Rabid Bulldog (↓↵↵) is guaranteed afterward. After that, you can follow up with either a throw, Trident Low (↓↵), or Right Upper (↘↵).



4 Jumping Knee has surprisingly long reach and it catches most opponents by surprise as you jump over their lows and retaliate. This move also knocks the opponent down, so it's sure to follow up with a ground mixup. It is a great move for punishing missed attacks from long distances, but it cannot be thrown out recklessly because it can be punished by jabs.



5 This move allows Bruce to sway back slightly and then kick the opponent in the shins. This is an annoying move, just like Trident Low it can be used to frustrate and annoy the opponent. It is also useful after certain strings for opponents who like to attack with short-range moves after they block your string. Their attack misses as you sway back and you can connect with the low kick. There is a second kick after this kick that connects high, but it can be punished on block and is not used very often.



6 The Sway High Kick (↘↵) works very much like the Swaying Rabid Bulldog, but it deals more damage. Unfortunately, this move has a little more risk than the low kick, because it does not have a second kick to prevent a quick retaliation. Some opportunities to use this move (or the low version) are after the Double Face Buster, the first three hits of either the Vulcan Combination (↵↵↵↵) or the Bruce Special (↵↵↵↵), or the first three hits of the Bruce Rush.



7 The Back Hand Blow can be used in some of the same places as the sway kicks, but it is more risky because it only evades high-hitting moves. The reward for landing this move on counter hit is worth it, though, because it sends the opponent into an inescapable stun. That means free damage for you. This move is very useful against aggressive opponents. Unfortunately, it can be punished on block more severely than the sway kicks.



8 The Drop Elbow is used to stop an opponent while they are rushing in. On counter hit, this move causes the opponent to fall to the floor, so you can follow up with a Rabid Bulldog (↓↵↵). This elbow hits mid and is safe on block, but Bruce loses momentum if the opponent successfully blocks this move. It also does not have very good range, but it has some evasive properties.



9 Although the Triple Knee Combo (↵↵↵) is slower and higher-hitting than the Tekken Tag Tournament version, it is still a useful move. It cannot be used as often as in Tekken Tag Tournament, but you can still use it to punish an opponent. For example, use it after blocking Kazuya Mishima's Tsunami Kick (↘↵↵), or close up the distance between you and your opponent. If the first knee connects, the second knee is guaranteed. This move puts you at an advantage, so you should try the Bruce Rush afterward to get a counter hit.



10 The Knee Launcher is the start of Bruce's most damaging juggle. It is also a good punisher for a foe who completely misses an attack. If the opponent Quick Recovers after certain moves, the Knee Launcher catches them and launches them high into the air. This move is also a good choice for enemies who are rushing in.

Combos

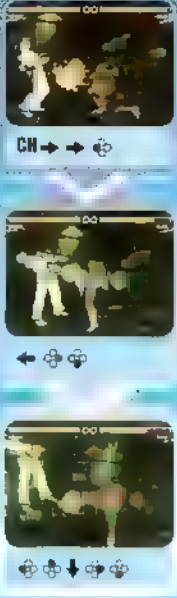
Combo 1



Combo 2



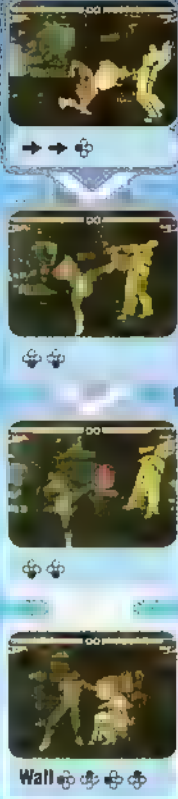
Combo 3



Combo 4

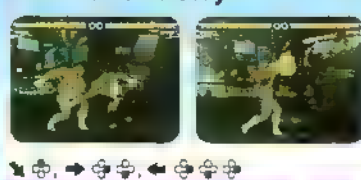


Combo 5



Parry Follow-Ups

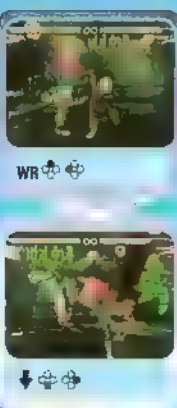
Low Punch Parry



Low Kick Parry



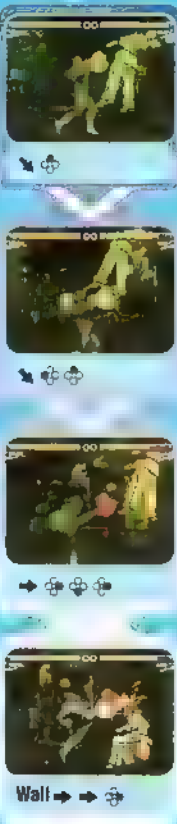
Combo 6



Combo 7



Combo 8



Strengths

Bruce can cause damage quickly and simply. His jabs can lead to a massive amount of damage if they connect on counter hit. As long as the first hit connects on counter hit, the rest of the hits in the string are guaranteed. This is true for the Bruce Rush and Southern Cross Combination. Poking at his opponent with basic moves is an essential part of Bruce's game, to draw out counter hits from this opponent. His juggles are easy to do and can deal a good amount of damage without the wall, if the wall is close by, you can adjust your juggle to deal the maximum amount of damage without too much difficulty. Bruce is an easy character to pick up for newcomers to Tekken. A lot of his moves have long reach, so it is easy to connect with your opponent. Bruce has several attacks that string together, but it is not necessary to complete the entire string. You can use the first two to three hits, and then stop and start up another string. This could be confusing to the opponent who was expecting an attack but now has to block several more attacks. This kind of technique keeps your opponent guessing about when they should retaliate. You can also mix up attacks like Northern Lights Combination (joystick, joystick, button) sends the opponent flying across the screen if the button connects. Bruce can also bait his opponent on what may seem like an opening with his evasive moves, such as Back Hand Blow (joystick, joystick), Jumping Knee (joystick, button), Sway High Kick (joystick, button) or Sway Low Kick (joystick, button). Against an opponent who attacks relentlessly, Bruce can counter their punches with Cross Straight (joystick, button) or try to land a counter hit with the Bruce Rush (joystick, joystick, joystick), Back Hand Blow (joystick, joystick), or Drop Elbow (joystick, joystick). Bruce can punish his opponents with Right Straight (joystick, button) or Right Upper (joystick, button). If

an opponent completely misses an attack, Bruce can use his Knee Launcher (↔→↔) for a disastrous combo to his opponent. Proper positioning is important to Bruce's game, whether it's to get counter hits or to punish an enemy's failed attack. Trident Low is a useful tool to make proper spacing between you and your opponent, because it is an annoying low that you can throw out several times in a single round, and can also be used to push the opponent away from Bruce. After repeated hits by the Trident Low, the opponent may rush in, so you can try for a counter hit. If they try a low parry, you can use Right Upper (↖↗).

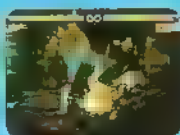
Match-Ups

Bruce has to rely heavily on counter hits to cause the majority of his damage, so he has a tough time fighting defensive players. He has a double escape throw, which makes his throw mixup game pretty 50/50, and he doesn't have damaging ground-hitting moves, so opponents do not have to rush to get up against Bruce. They can just use the ground hit and then roll away, or get up safely afterward. He does not have a good quick punisher. He does not have jabs that naturally combo like most characters. The Twin Jabs do not naturally combo, and neither do the first two hits of the Southern Cross Combination or his 10-hit variations. You can make this disadvantage work for you, though, by not inputting the entire string of the Bruce Rush if you know that the second and third hits don't make contact with the opponent. If you stop the string after the third punch, Bruce is safe from any free attacks. He is not at much of a disadvantage, though, because you can resume your flow after the third hit when blocked. The only move that causes an opponent to duck is his quick Trident Low, because his throw mixups are not as strong as those of other characters. This really limits Bruce's offensive options. The Bruce Rush is no longer like in the previous installment of *Tekken*, so you can't just throw it out without worries. It would be better to just use the first three hits of the Bruce Rush (↔↔↔), unless the first was a counter hit. The majority of Bruce's moves are also linear and can be sidestepped. This is especially dangerous for Bruce, because most of his attacks are strings that can allow an enemy to get behind him easily by side-stepping or side-walking.



Good Match-Ups

Bruce is better in the middle of the screen, where he can use his powerful juggles to get his opponent to the wall and then use wall combos on them. He can also use the Bruce Rush to get them to the wall and do a wall combo to them, but only if the initial hit was a counter hit. Other moves, such as Slash Kick (↔→↔), send the opponent flying across the screen. Bruce's Triple Knee Combo (↔↔↔) propels both Bruce and his opponent far across the screen when used in a juggle. Vulcan Combination (↔↔↔) also knocks the opponent far away, if the last hit connects. This can be mixed up with the Bruce Special (↔↔↔), which has a low-hitting move at the end of the string. This does not mean that Bruce is not strong near the wall, though. If he's got his back to the wall, he can use his Clinch Throw (↔↖↗) to change positions by the wall. Also, if he can slam the opponent's back into the wall, he can easily get the Bruce Rush on them afterward as a simple and damaging wall combo.



Good Match-Ups

Bruce vs. Kuma

Due to Kuma's large size and slow moves, he's prone to getting hit often by quick characters like Bruce. Kuma also gets hit often on counter hit, because his moves are rather slow. Also, due to his large size, he can be hit with more damaging juggles and can be hit on the ground, whereas other characters would not. The majority of Kuma's moves are punches, so the Cross Straight (↔↔↔) is very useful against him. If Kuma goes into Mounting Bear Stance, a quick Trident Low (↘↗) makes him stand up again, or you can use the Jumping Knee (↗↘) to get him out of the stance and knock him down. If you block Kuma's G-Clef Cannon (↔↔↔), you can retaliate with a Right Straight ■ Mid Kick (↔↔↔). Always poke Kuma constantly with Trident Low (↘↗) and variations of his jab strings, starting with left punch or right punch. It's easier to constantly barrage Kuma with Bruce's quick-hitting strings and moves, because he has a hard time evading and interrupting Bruce's moves.

Bruce vs. Julia and Jodie

The majority of Julia's moves are linear, so you can sidestep or sidewalk around them. If you block her G-Clef Cannon (↔↔↔), you can punish her with a Right Straight (↔↗). You can avoid the entire G-Clef Cannon (↔↔↔) mixup by sidewalking in either direction. Most Julia players try to get in close by using her Party Crasher (↔↔↔), but you can avoid this by sidestepping or sidewalking. Once you get to her side or back, you can use almost any attack on her. A good one to use is the Bruce Rush (↔↔↔), because it's fast and does good damage when all four hits connect. Julia is mostly a counter-hit character too, but she has some damaging mid-hitting moves and combos if you duck against her. She also has a good array of throws to mix things up. Most Julia players use her Mad Axes after you block one of her moves, so be ready to break the throw using both punches. Avoid attacking her recklessly, because her Flash Uppercut (↔↗) can crush high moves.

JACK-5 is much like Kuma, and for the most part you can attack him the same way. He does have some quicker, safer, and more far-reaching lows, though. The first hit of JACK-5's Machine Gun Blast (↔↔↔) can become annoying, but you can remedy that by using low parries or the Jumping Knee (↗↘). If the (↗↘) connects on you, be careful about attacking afterward, because most JACK-5 players will have advantage and attack again. If you block it, though, JACK-5 is safe from retaliation. You may want to consider using a throw instead, but if you do that too often, JACK-5 can duck your throw attempt. This could allow you to use a hop kick. Because of his slow moves, he is also prone to getting hit on counter hit by the Bruce Rush and other quick-starting strings. You can also try to counter his punch strings and attacks by using Cross Straight (↔↔↔). Some of JACK-5's strings can be interrupted by jabs, which is the perfect opportunity to use the Bruce Rush and score a counter hit. If you start to play more defensively, be wary of JACK-5's long-reaching and damaging throws, and his annoying Machinegun Blast (↔↔↔).

Bad Match-Ups

Steve is a bad matchup for Bruce, because he uses his sways to avoid Bruce's moves and also uses sidesteps and sidewalks. He also has a punch parry and punch counter at his disposal, which can cause a lot of trouble for Bruce players who rely heavily on punches. Steve also uses his Quick Spin (↔) ■ close the distance, and has ducking moves that avoid highs. He also has more variation in his throws than Bruce, because he has double escape throws and a useful wall push. His Low Jab (↘↗) avoids highs and his Sky High (↗↘) avoids lows like Trident Low (↘↗). Steve also has great punishers like Right Upper (↖↗), Sonic Fang (↖↗), and Dashing Straight (↔↔↔). Steve has better tools for spacing as well, due to his Flicker Step and can punish whiffs from that step by doing Fly Swatter (During Flicker Stance, ↔) into Knee Clipper (↗↘). Steve can push away his opponent by using the first hit of Tempest Combo (During Flicker Stance, ↔).

Bruce vs. Bryan

Bryan has some similar moves to Bruce, such as Mid Kick to Rush (↔↔↔) and Bruce Special (↔↔↔), but his punch parry is easier to implement. He can easily execute it from the defensive because of the back notation in that move. He also can flow like Bruce, using bits and pieces of strings and annoying low pokes like his Low Kick (↘↗). His Snake Edge (↖↗) and Hammer Driver (↔) avoid highs, and if the second hit of Hammer Driver (↔) connects on counter hit, the opponent falls onto the floor in a bad position, which lets Bryan play wake-up games. This is bad for Bruce players, because the majority of his strings begin by hitting high. Bryan also can use Sway and Smash (↘↗↔) to avoid highs, and get a juggle out of it if it connects. If Bryan lands a counter hit Side Step Elbow (↔↔), he can get the first two hits of Lair's Dance (↔↔) for free, so avoid attacking Bryan when he has the advantage. Bryan has good punishers like the Mach Breaker (↔↔↔), because after knocking his opponent down, he can follow up with a Flying Knee Kick (↔↔↔) unless they spring up. Bryan also has an easy-to-execute double break throw at his disposal, much like Steve's.

Bruce vs. Raven

Raven has a lot of evasive moves, which means a Bruce player has to choose his attacks wisely. Raven can use his Shinobi Cyclone (↗↘) to avoid Bruce's high-hitting strings, and Stormbringer (↗↘) or Sudden Strike (↔↔↔) to avoid lows like Trident Low (↘↗). He can also duck and use a quick Rising Uppercut (WR↔), followed by a crippling juggle, if he manages to duck some of Bruce's high moves. His Quicksand (↘↗↔) avoids highs also. You can try to keep Raven out by using Trident Low (↘↗), but it can be risky because it is a low-hitting move. Raven can also sidestep or sidewalk around Bruce and do his Crusader (↔). If it connects on counter hit, he's most likely follows up with a Shadow Scythe (↗↘), so be sure to quickly spring up to avoid the follow-up. Raven's low attacks have long range, like his Basilisk Fang (↘↗) and Low Kick (WC↘↗), but you can punish them on block, so be sure to follow up with a Double Tomahawk (WR↔↔). Like Bruce, Raven deals a lot of damage from his jabs on normal hit. Using moves like Jumping Knee (↗↘), where the recovery of the move is only punishable by jabs, is not ■ risky versus Raven.

In order to receive technological upgrades to his dormant body, Bryan entrusted himself to Dr. Boskonovich and drifted into a deep sleep. Upon regaining consciousness, Bryan realized that his body remained unchanged. Dr. Boskonovich explained that Bryan's body contained many complex mechanisms that would require more time to fully understand. But he was able to install a perpetual power generator as an emergency measure.

Character Name: Bryan / Bryan Fury

Bryan saved Dr. Boskonovich as he was being headed for the door. Several members of the Mani Party took him away from the sent them straight to the stadium, as he left the door open to let them fight behind him.

After the first round, Bryan was the loser. He was sent to the stadium again. Bryan decided to enter, thinking it was the perfect test of his newly installed perpetual power generator.

Bryan Fury

Fighting Style / Kickboxing

Country of Origin / USA



Player 1 Costume



Player 2 Costume



Head - Ski Mask
500,000 G
Both Outfits - No



Face - Shooting Glasses
120,000 G
Both Outfits - No



Upper Body - Bandolier
300,000 G
Both Outfits - No



Lower Body - Military Knife
30,000 G
Both Outfits - No



Head - Army Helmet
150,000 G
Both Outfits - No



Face - Gas Mask
200,000 G
Both Outfits - No



Upper Body - Radio Pack
60,000 G
Both Outfits - No



Lower Body - Shotgun
60,000 G
Both Outfits - No



Head - Bandanna
80,000 G
Both Outfits - Yes



Face - Black Sunglasses
50,000 G
Both Outfits - Yes



Upper Body - Dog Tag
30,000 G
Both Outfits - Yes



Lower Body - Skull Buckle
40,000 G
Both Outfits - Yes



Head - Shaggy Hair
500,000 G
Both Outfits - No



Face - Sunglasses
60,000 G
Both Outfits - No



Upper Body - Braided Armband
60,000 G
Both Outfits - No



Lower Body - Binoculars
30,000 G
Both Outfits - No



Head - Cap
150,000 G
Both Outfits - No



Face - Cyber Scout
300,000 G
Both Outfits - No



Upper Body - Spiked Bracelet
200,000 G
Both Outfits - No



Lower Body - Chain Wallet-strap
120,000 G
Both Outfits - No



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Color - Brown
8,000 G



Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Color - Brown
8,000 G



Map: LHD

Name	Command	Properties	Damage	Notes
Left Right Combo	⬅ ➡	H, H	6, 8	
One Two Body Blow	⬅ ➡ ➡	H, H, M	6, 8, 18	
One Two Low Kick	⬅ ➡ ➡	H, H, L	6, 8, 13	
One Two High Kick	⬅ ➡ ➡	H, H, H	6, 8, 28	Knockdown
Lair's Dance	⬅ ➡ ➡ ➡ ➡	H, H, H, H, H	6, 14, 18, 17, 25	Knockdown
Whipping Fury	⬅ ➡ ➡ ➡ ➡	H, H, H, M	6, 14, 18, 23	Knockdown
Cremation	⬅ ➡ ➡ ➡ ➡	H, H, H, H, M	6, 14, 18, 17, 16	Knockdown
Jab to Double Spin Kick	⬅ ➡ ➡	H, H, M	6, 14, 15	
Running Blind	⬅ ➡ ➡ ➡	H, H, M, H	6, 14, 15, 18	
PK Combination	⬅ ➡	H, M	10, 14	
Mid Kick to Rush	⬅ ➡ ➡ ➡	M, M, M, M	16, 11, 10, 14	Knockdown
Bruce Special	⬅ ➡ ➡ ➡	M, M, M, L	16, 11, 10, 12	
Quick Spin Kick	⬅ ➡	M, H	16, 14	
Anaconda Bite	⬅ ➡ ➡	M, H, H	16, 14, 17	Launcher
Anaconda Rage	⬅ ➡ ➡	M, H, M	16, 14, 21	Knockdown
Triple Spin Kick	⬅ ➡ ➡	H, M, H	16, 14, 18	
Hammer Driver	⬅	M, M	10, 21	
Knee Strike	➡ ➡	M	22	
Right Left to Knee	➡ ➡ ➡ ➡	H, M, M	12, 5, 21	Knockdown
Sidestep Elbow	➡ ➡	H	26	Knockdown
Gravity Blow	➡ ➡	UI	21	
Left Body Blow	➡ ➡	■	10	
Double Body Blow	➡ ➡ ➡	M, M	10, 10	
Vulcan Cannon	➡ ➡ ➡ ➡ ➡	M, M, M, M	10, 3, 3, 3	
Right Body Blow	➡ ➡	M	18	
Snake Edge	➡ ➡	L	22	Launcher
Wolf's Tail	➡ ➡	M	23	Knockdown
Elbow Smash	➡ ➡	■	14	Knockdown on Counter Hit
Quick Left Low Kick	➡ ➡	L	13	
Low Kick Body Blow Combo	➡ ➡ ➡	L, M	13, 18	
Low Kick	➡ ➡	L	9	
Thin Low Kick	➡ ➡	L	14	
Multiplied Destruction	➡ ➡ ➡ ➡ ➡	L, H, M	14, 10, 14	
Stomach Blow	➡ ➡	M	18	
Sweeper Kick	➡ ➡	L	14	

Name	Command	Properties	Damage	Notes
Chopping Elbow	← ⊕	M	21	Launcher
Gatling Rush	← ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, M, M, M, M, M, M, M, M, M, M, M, M	5, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 14	Knockdown
Light Back Knuckle	← ⊕	H	20	Stuns on Counter Hit
Double Back Knuckle	← ⊕ ⊕	H, H	20, 17	Knockdown
Hands of Doom	← ⊕ ⊕ ⊕	H, H, H	20, 17, 25	Knockdown
Wolf Calf	← ⊕ ⊕	H, M	20, 23	Knockdown
Wolf Bite	← ⊕ ⊕ ⊕	H, H, M	20, 17, 16	Knockdown
Front Kick	← ⊕	H	20	
Front Kick to Slither Step	← ⊕ →	H	20	Shifts Forward
Front Kick to Punch	← ⊕ ⊕	H, H	20, 12	
High Kick to Rush	← ⊕ ⊕ ⊕ ⊕	H, H, M, M	20, 12, 10, 14	Knockdown
Run for Cover	← ⊕ ⊕ ⊕ ⊕	H, H, M, L	20, 12, 10, 12	
Front Kick to Knee	← ⊕ ⊕	H, M	20, 20	
Front Kick to Double Hammer	← ⊕ ⊕	H, M	20, 26	
Knee Break	← ⊕	M	18	
Meteor Smash	← ⊕	UH	60	Knockdown
Rolling Driver	↗ ⊕	M	25	Knockdown
Orbital Heel Kick	↗ ⊕	M	22	Knockdown
Mach Breaker	→ ⊕ ⊕	H	30	Knockdown
Slash Kick	→ ⊕ ⊕	M	33	Knockdown
Mach Kick	→ ⊕ ⊕	H	32	Knockdown
Flying Knee Kick	← ⊕ ⊕	M	25	Knockdown
Jat Uppercut	→ ⊕ ⊕	H	17	Launcher
Sway	↓ ↘ ⊕		0	Shifts Back
Sway and Smash	↓ ↘ ⊕ ⊕	H	21	Launcher
Snake Slash	→ → → ⊕	M	30	Knockdown
Left Upper	While rising ⊕	M	18	Launcher
Right Upper	While rising ⊕	M	18	
Fisherman's Slam	During Right Upper → ⊕		21	Launcher
High Knee Kick	While rising ⊕	M	22	Stuns on Counter Hit
Double High Knee Kick	While rising ⊕ ⊕	M, M	22, 25	
Short Upper	While rising ⊕	M	12	
Headhunter	During sidestep ⊕	H	33	Knockdown
Shell Shock	During sidestep ⊕	H	26	Knockdown
Cheap Trick	During sidestep ⊕ ⊕	M	24	Knockdown Stuns on Counter Hit
Taunt	⊕	I	0	
Bruiser Combo	After Taunt → ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, M, M, H, H, M, H	12, 5, 13, 8, 8, 10, 14	Knockdown

Name	Command	Properties	Damage	Escape
Gravity Brain Buster	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Gulftotie	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Gravity Throw	Approach from left side ⊕ (or → ⊕)	H	40	⊕
Knep Blast	Approach from right side ⊕ (or → ⊕)	H	40	⊕
Neck Throw	Approach from behind ⊕ (or → ⊕)	H	■	X
Anaconda Assassin	Approach enemy → ⊕ ⊕	H	45	⊕
Chains of Misery	Approach enemy ↓ ⊕ ↓ ⊕ ⊕	H	45	⊕
Perry	Time with enemy punch ← ⊕	varies	varies	varies

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	← ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	H, M, M, M, H, H, H, H, M, H	20, 20, 5, 7, 3, 8, 5, 5, 10, 21	Knockdown
10 Hit Combo 2	← ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	H, M, M, M, H, H, H, M	20, 20, 5, 7, 3, 8, 5, 16	Knockdown
10 Hit Combo 3	← ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	H, M, M, M, H, H, M, H, H	20, 20, 5, 7, 3, 8, 15, 18	Launcher

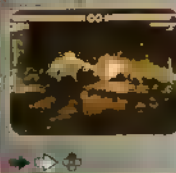
Top Ten List

1



Bryan has a new launcher, and it sends opponents flying. Even though this move is high, it still packs a punch when launching an opponent. Use Jet Uppercut to punish whiffed moves. When it connects, use jabs to get the opponent to the closest wall, then go for a combo and do massive damage.

6



Mach Breaker is the ultimate retaliation move to punish attacks that are blocked. Send the opponent flying down to the ground, and then follow it up with Flying Knee Kick for easy damage. There is only one way to escape the Mach Breaker follow-up and that is by holding <→>. Bank on Bryan's enemy not knowing how to escape that.

2



Bryan finally gets a throw that takes a two-button escape and isn't done from a crouching position. It does just as much damage as Death Messenger, but it leaves the opponent in an awkward position on the ground. Use this as your primary throw, which keeps the opponent on their toes when escaping throws.

7



This low attack is relatively slow, but powerful. Snake Edge is also a combo starter that will launch into a 40% combo. This also serves as a Quick Recovery trap move, where you stop your combo early in the hopes of landing Snake Edge as the opponent is rolling and restart the combo.

3



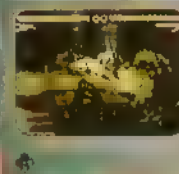
While this may look like your average taunt, it is very different. The taunt is an unblockable hit and when used next to the opponent, it breaks the opponent's guard. Any quick move should be able to follow up after a successful taunt, including ↘ ↘ and ↘. Near a wall, your best bets after the taunt are ↘ and Right Left to Knee (↘ ↘ ↘).

8



High Knee Kick is a knee that comes up from nowhere. This is a great surprise move that stuns on counter hit. Doing the High Knee Kick while using the instant while-standing technique gives you a big advantage, because no one expects a stun move from a knee that fast. This attack can't be countered, so feel free to use it a lot.

4



This is a mid attack that strikes twice. If the first attack hits, the second one is guaranteed. What makes the Hammer Driver so good is that it crushes high moves. So if your opponent is jab-happy, this is the move to stop them. If Hammer Driver hits on counter hit, it knocks the opponent down and leaves Bryan open for some free ground attacks.

9



Bryan's parry move only affects left or right punches. He can capitalize on characters who use offensive poking to chip away at your health. This can be a huge advantage, because once you parry a move, you get one of two options. The first is to use right punch, because it has an auto-hit built in. The second option is to do Left Body Blow (↘ ↘) and turn the opponent sideways so you can follow up however you want.

5



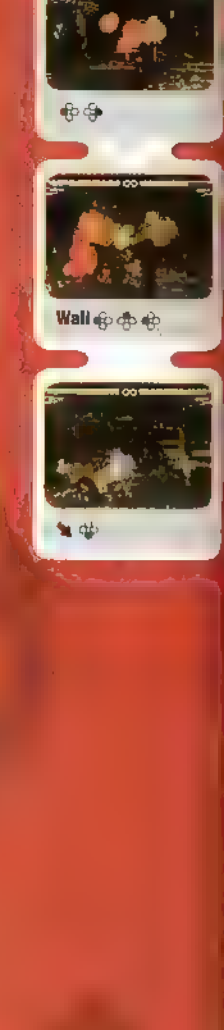
Side Step Elbow is a sidestepping move where Bryan attacks with his elbow. This move evades most attacks without tracking. If Bryan's opponent isn't careful, Bryan can sneak in a quick combo before the opponent realizes they can Quick Recovery.

10



This is your off-the-ground move, which picks unsuspecting opponents off the ground for additional hits. Opponents who like to roll backward, or who don't Quick Recovery at all, will fall victim to this move. The Low Stomach Combination is also a fast, low string starter, so it hits a lot of characters before they know what string is coming.

Combos



Strengths

- Have two main options for playing Bryan correctly.
- The first is to get your opponent as close to the wall as possible. Bryan has an excellent wall game and keeps opponents from being near the closest wall. From there, use Snake Edge and Quick Recovery traps that will make your opponent shake their head. Your second option is to put your opponent in frame traps. This is done by using jabs to bait your opponent into trying to attack, and then attacking them, resulting in a counter hit. Bryan also has a great block stun game. He has several moves that put opponents in a long block stun, including Chopping Elbow, Wolf's Tail, Snake Slash. Using Bryan's taunt move is also great for scoring free hits, because the taunt is unblockable and any quick follow-up will combo. You can cancel the taunt at any time with any other move in your arsenal, but if you want the free hits, you will have to wait for the taunt to actually make contact before proceeding.



Weaknesses

- Bryan's main weakness is that he doesn't have enough quick low moves that do damage. His Snake Edge is very slow, and opponents can easily anticipate it and block. They can basically play offense against Bryan, and there is very little you can do. If they get a string coming, they can easily interrupt it and start their own counter hit combo. Bryan also lacks fast-starting mid attacks. This is a key game for midrange fighters when you are in a poking battle.
- Avoid those weaknesses, try to stay in your opponent's face or at far range. Stay out of mid range, or you will get eaten alive. Your lack of power low moves means you'll have to rely on lots of low poking to add up damage, or play a throwing game where you mix up throws from your arsenal.



Wall Strategy

Bryan has one of the best wall games of any character. He has a really good wall trap that forces the opponent to take high damage either way. After a wall stun, use One-Two Body Blow (↵ ↵ ↵). Then follow it up with Snake Edge (↵ ↵). If at any time the opponent tries to stand up or Quick Recovery, the Snake Edge will launch them up in the air for another combo. This forces opponents to take the hit on the ground at full damage before trying to get up. Bryan also has his taunt, which is unblockable, and near a wall it can be followed up by (↵) for a huge damage wall stun move. Bryan also has Right Left to Knee (↵ ↵, ↵ ↵, ↵ ↵) which is guaranteed after a taunt. To get the opponent closer to the wall, use dashing jabs after a launcher. Use these strategies and your win will be extremely easy.

Good Match-Ups

Bryan Fury vs. Wang Jinrei

Since Wang can do almost 50% off any launcher in this game, he is strictly limited to punches. He has very few useful kick moves. Rely on your punch parry to handle Wang at certain times. Most of Wang's punch moves are incredibly safe and have a very small window to retaliate against. Work your way in, attack Wang with your taunt move, and try to score some free hits. This gives Wang no choice but to go on the attack to avoid getting hit by the taunt. If you aren't in close range, stay far away and poke with your long kick attacks. Midrange is your worst range, so stay out of there as much as possible. Try to get Wang as close to the wall as possible to score your free damage and you will have no problems winning this match.

Bryan Fury vs. Nina Williams

This is one of the very few bad match-ups for Nina. Since she is a poking machine, and most of her pokes are punch attacks, Bryan can almost parry at will against her. Nina has her Jumping Kick (↵ ↵) throw, which propels opponents into the wall. Bryan can actually parry this move like a normal punch attack. Try to keep Nina out of close range and try to punish her whiffed or blocked attacks. Use the Mach Breaker (↵ ↵ ↵) to Mach Kick (↵ ↵ ↵) to keep Nina on her toes about escaping. Try to get Nina to the closest wall, and then go into your wall game to put her in her place. Trick Nina by doing just a ↵ ↵ jab a few times. She will think she has the upper hand. Keep retaliating against her whiffed moves, throw in a few throws for good measure and you should be fine in this match-up.

Bryan Fury vs. Steve Fox

Steve Fox is a boxer and has very limited options using his legs, so he has to rely on his fists to defeat you. If you can guess the punch attack that is coming next, try to punch parry it. If you catch quite a few punch attacks with the parry, Steve will start to be hesitant about throwing out back-to-back strings against you. This is your chance to move in, use the taunt move, and nail him with a free combo or wall stun move (depending on where you are on the stage). Use the instant while-stunming High Knee Kick (WR ↵) to get a counter hit. Also, use Chopping Elbow (↵ ↵) to land a combo against him.

Bad Match-Ups

Bryan Fury vs. Hwoarang

Hwoarang is a nightmare for Bryan, because he can walk circles around any opponent. Hwoarang also has a lot of frame traps, where he puts you in temporary block stun and then moves around you and threatens an attack from the side. On top of all of that, he uses mostly kicks, which nullifies your parry. You have to rely on your launchers in this match to do any damage. Use Snake Edge (↵ ↵) to stop Hwoarang from sidestepping, because it can hit on sidesteppers to a degree. Wolf's Tail (↵ ↵) is also a great way to stop the sidestepping as it tracks. Try to get Hwoarang to the closest wall and pummel him there. Then, when Hwoarang is getting up, surprise him with a taunt and complete the process again.

Bryan Fury vs. Julia Chang

A completely safe Julia player is Bryan's worst nightmare. Elbows, elbows, and more elbows is her strategy of choice. Bryan can't parry elbows, so he has to play very defensively against Julia. Taunting won't work, because it's like taunting Julia a free counter hit on a silver platter. You have to play a zoning game and a block stun game if you want to do damage to her. Pummel her with moves like Chopping Elbow (↵ ↵) and Slash Kick (↵ ↵ ↵). If they don't hit, don't worry, she will be in block stun long enough to keep you safe. Using Side Step Throw (↵ ↵) is also a great way to end-invent Julia's barrage of elbows. Stay safe and at a distance, and you should be okay.

Bryan Fury vs. Lee Chaolan

This is a very hard match-up for Bryan, because anytime Lee launches you on a wall stage, you take 50% damage. It's very hard for Bryan to function if he has to watch out for all of Lee's launchers. You have to waste a step a lot against Lee and avoid getting launched in the process. Stay away from Snake Edge (↵ ↵), because Lee can retaliate with a Silver Arrow and take you to the wall for massive damage. Instead, stick to your throwing game and block stun game, while trying to hit a launcher every so often. If you can take Lee to the wall, you can land your damaging combo and force him to guess on wake-up games. As long as you are relatively safe and watch out for Lee's launchers, you should be able to win this match-up.



Parry Follow-Ups

Parry Follow-Ups



← ↵, ↵, ↵, ↵, ↵

← ↵, ↵, ↵, ↵, ↵

Christie Monteiro, granddaughter of a legendary Capoeira master, went to the prison where her grandfather was to be released after a long incarceration. Prison life had been hard on her grandfather. He had become emaciated to the point that he was barely recognizable.

Christie immediately took her grandfather to a hospital where he was diagnosed with an incurable illness. Without treatment, he had less than six months. If only Christie possessed the advanced technology of the Mishima Zaibatsu, she might be able to save her grandfather...

Several days later, Christie found out that the King of Iron Fist Tournament 5 was scheduled to be held. She decided to enter the tournament, seeing it as a chance to save her grandfather.

Christie Monteiro



Player 1 Costume



Player 2 Costume



Eddy Gordo



Eddy Gordo Alternate

Items

Head



Head - Arabian Veil
300,000 G
Both Outfits - No



Head - Cleopatra Headdress
500,000 G
Both Outfits - No



Head - Knit Cap
80,000 G
Both Outfits - Yes



Head - Carnival Headdress
500,000 G
Both Outfits - No



Head - Cornrows
300,000 G
Both Outfits - No

Face



Face - Arabian Mask
150,000 G
Both Outfits - No



Face - Glasses
60,000 G
Both Outfits - No



Face - Green Glasses
40,000 G
Both Outfits - Yes



Face - Hibiscus
60,000 G
Both Outfits - No



Face - Circlet
30,000 G
Both Outfits - No

Upper Body



Upper Body - Elaborate Necklace
30,000 G
Both Outfits - No



Upper Body - Butterfly Wings
200,000 G
Both Outfits - No



Upper Body - Egyptian Bracelet
30,000 G
Both Outfits - Yes



Upper Body - Carnival Feathers
200,000 G
Both Outfits - No



Upper Body - Fashion Bra
150,000 G
Both Outfits - No

Lower Body



Lower Body - Arabian Sword
60,000 G
Both Outfits - No



Lower Body - Magic Lamp
120,000 G
Both Outfits - No



Lower Body - Maracas
50,000 G
Both Outfits - Yes



Lower Body - Bell
60,000 G
Both Outfits - No



Lower Body - Tambourine
120,000 G
Both Outfits - No



Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Light Blue
8,000 G

Color - Purple
8,000 G

Color - Pink
8,000 G



Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Brown
8,000 G

Color - Purple
8,000 G

Color - Pink
8,000 G



Move List

Name	Command	Properties	Damage	Notes
One Two Elbows	☺☺	H, H	6, 15	
Combo Jihar	☺☺☺	H, H	6, 15	
Left Jab to Island Mirage	☺☺	H, M	6, 15	Shifts to Handstand
Left Jab Island Mirage ■ Negative	☺☺↓	H, M	6, 15	Shifts to Negative
Bancho Chibata	☺☺	H, M	21, 30	Knockdown
Slippery Kick	[☺☺]	L, L	10, 10	Launcher
Slippery Kick to Handstand	[☺☺]↶	L, L	10, 10	Shifts to Handstand
Slippery Kick to Side Flop	[☺☺]☺	L, L, L	10, 10, 15	
Satellite Moon	[☺☺]	M	16	
Satellite Moon Hot Plate Special	[☺☺]☺	M, M	16, 15	Shifts ■ Negative
Satellite Moon Roundhouse	[☺☺]☺	M, M	16, 28	Knockdown
Handslaps	☺	H, H	12, 15	
Handslaps Mirage	[☺☺]	H, M	12, 20	Launcher
Handslaps Island Mirage	☺☺☺	H, H, M	12, 15, 13	Shifts to Handstand
Handslaps Island Mirage to Negative	☺☺☺↓	H, H, M	12, 15, 13	Shifts to Negative
Back Handspring	☺	M	18	Knockdown
Back Handspring to Handstand Kick	☺☺	M	15	Shifts to Handstand
Shin Cutter Combo	☺☺☺☺	H, H, M	8, 10, 21	Knockdown
Handstand Kick	☺☺	M	15	
Samba	☺☺	M	10	
Samba Handstand	☺☺↶	M	10	Shifts to Handstand
Samba Slippery Kick	☺☺☺	M, L, L	10, 10, 10	Launcher
Reversao	☺☺	M, M	8, 10	Knockdown
Mao Esquerda	☺☺	M	10	
Combinação Mao	☺☺☺	M, H	10, 6	
Elbow Uppercut	☺☺	M	15	Knockdown
Island Mirage	☺☺	M	15	
Island Mirage ■ Negative	☺☺↓	M	15	Shifts to Negative
Kneecap Crusher	☺☺	L	12	
Mirage	☺☺	M	20	Launcher
Heran Bago	↓[☺☺]	M	21	Launcher
Relógio	↓[☺☺]	L	12	
Rastella	☺☺	L	12	
Rastella Chibata	☺☺☺	L, M	12, 25	
Rastella Hot Plate Special	☺☺☺☺	L, M	12, 15	

Name	Command	Properties	Damage	Notes
Rastella to Low Kick 2	↖ ↗ ↘	L, L	12, 15	
Rastella to Circle Kick	↖ ↗ ☆ ↘	L, H	12, 15	
Thong Bikini to Low Kick 2	↖ ↗ ↘ ↘	L, L, L	12, 15, 15	
Rastella to Crying Needle	↖ ↗ ↘ ↘	L, L, M	12, 15, 20	
Barbed Wire	↖ ↗	H	22	Knockdown
Barbed Wire Infinite Upside Down Kick	↖ ↗ ↘ ↘	H, M	22, 12	Shifts to Handstand
Double Arm Stinger	↖ ↗	M	12	Launcher
Fruit Picker	↖ ↗ (← → to cancel)	I	40, 40	Knockdown
Asfixiante	← ↖	M	22	Knockdown
Knee Thruster	← ↖	M	10	
Knee Thruster to Heran Bago	← ↖ ↘	M, M	10, 21	Launcher
Bencao Fake-out	← ↖ ↗	M, M	10, 15	
Armada	← ↖	H	15	
Armada to Rastella	← ↖ ↘	H, L	15, 12	
Armada to Macaco	← ↖ ↗	H, M, M	15, 8, 21	Knockdown
Armada to Macaco to Negativa	← ↖ ↗ ↘	H, M, M	15, 8, 21	Shifts to Negativa
Leg Whip Mars Attack Flip	← ↖ ↗ ↘	H, M, M, M	15, 8, 21, 15	Knockdown
Queixada	← ↖	M	35	
Acrobacia	↑ ↖	M	35	Knockdown
Jumping Jacks	↖ ↗	M	25	
Jumping Jacks to Negativa	↖ ↗ ↘	M	25	Shifts to Negativa
Jumping Jacks Mirage	↖ ↗ ↘	M, M	25, 20	Launcher
Jumping Jacks Evil Stinger	↖ ↗ ↘	M, L	25, 15	Knockdown
Roundhouse	↖ ↗	M	28	Knockdown
Vasuuna	↖ ↗	H	21	Knockdown
Firekick	↖ ↗	M	15	Knockdown
Firekick to Negativa	↖ ↗ ↘	M	15	Shifts to Negativa
Lunging Brush Fire	→ ↗ ↘	M	30	Knockdown
Lunging Brush Fire to Handstand	→ ↗ ↘ ↘	M	30	Shifts to Handstand
Lunging Brush Fire to Negativa	→ ↗ ↘ ↘	M	30	Shifts to Negativa
Lunging Brush Fire to Perch Flop Kick	→ ↗ ↘ ↘ ↘	M, M	30, 25	Knockdown
Back Summy	→ ↗ ↘		0	
Back Summy to Firekick	→ ↗ ↘ ↘	L	20	Knockdown
Back Summy to Scoot Kick	→ ↗ ↘ ↘	H	35	Knockdown
Boomerang	→ ↗ ↘	M	30	Launcher
Gotovelo to Ponteira	While rising ↖ ↗	H, M	12, 21	Launcher
Rising Batida	While rising ↖	M	15	
Face Jammer	While rising ↖	H	25	Knockdown
Circle Kick	While rising ↖	M	15	
Martelo	While crouching → ↗	M	15	Launcher
Haule	While crouching ↖ ↗	M	15	
Crying Needle	While crouching ↖	M	20	
Front Stinger	While crouching ↖	M	12	
Front Stinger to Handstand	While crouching ↖ ↘	M	12	Shifts to Handstand
Front Stinger to Negativa	While crouching ↖ ↘	M	12	Shifts to Negativa
Atras Passo	Back towards enemy ↖	M	30	Launcher
Cruncher	During sidestep ↖		18	
Hot Plate Special	During sidestep ↖	M	15	
Hot Plate Special Cancel to Negativa	During sidestep ↖ ↘			Cancels to Negativa

Name	Command	Properties	Damage	Notes
Hot Plate Special Cancel to Handstand	During sidestep			Cancels to Handstand
Hot Plate Special to Handstand	During sidestep	M	15	
Hot Plate Special to Perch Flop Kick	During sidestep	M, M	15, 25	Launcher
Twister	During sidestep	L, L	10, 7	
Twister to Handstand	During sidestep	L	10	Shifts to Handstand
Twister Sweep	During sidestep	L, L	10, 25	Knockdown
Twister Sweep to Handstand	During sidestep	L	10	Cancels to Handstand
Dos Sole	During sidestep	H	50	Knockdown
Dos Sole to Handstand	During sidestep	H	50	Shifts to Handstand
Twister Front Stinger	During sidestep	L, M	10, 20	
Twister Front Stinger to Handstand	During sidestep	L, M	10, 20	Shifts to Handstand
Twister Front Stinger to Negativa	During sidestep	L, M	10, 20	Shifts to Negativa
Wheel Kicks	During sidestep	H, M	6, 6	Knockdown
Wheel Kicks Sao Paulo Special	During sidestep	H, M, M, M, H	6, 6, 25, 18, 20	Knockdown
Banda	During sidestep	L	17	Knockdown

Handstand Position

Name	Command	Properties	Damage	Notes
Handstand			0	
Crouch to Handstand	While crouching		0	
Flop Left	During Handstand	M	10	
Calypso	During Handstand	M, L	10, 15	
Flop Right	During Handstand	M	10	
Circus	During Handstand	M, L, L	10, 0, 7	
Hot Plate Special	During Handstand	M	15	Shifts to Negativa
Slippery Kick	During Handstand	L, L	10, 10	Launcher
Slippery Kick to Handstand	During Handstand	L, L	10, 10	Shifts to Handstand
Helicopter	During Handstand	M, H	12, 12	Knockdown
Helicopter to Slippery Kick	During Handstand	M, H, L, L	12, 12, 10, 10	Launcher
Quick Jab	During Handstand	H	6	
Scoot Kick	During Handstand	L	15	Shifts to Negativa
Perch	During Handstand		0	Shifts to Handstand
Perch Flop Kick	During Handstand	M	25	Launcher
Handstand Tilt	During Handstand (or)		0	Shifts to Handstand
Drop Kick	During Handstand (or)	L	25	Knockdown
Straight Flop	During Handstand (or)	M	10	Shifts to Handstand
Tilt Twist Sweep	During Handstand (or)	M	10	Shifts to Negativa

Negativa Position

Name	Command	Properties	Damage	Notes
Negativa	↓		0	
Negativa to Meia-Lua Combo	From Negativa ↗	L, M	10, 15	Shifts to Handstand
Negativa to Armada Combo	From Negativa ↗	L, H	10, 15	
Negativa to Flare Combo	From Negativa ↗	M, M	18, 15	Launcher
Negativa to Lunging Brush Fire Combo	From Negativa ↗	M, M	18, 30	Knockdown
Negativa to Au Maladro	From Negativa ↗	M, M	18, 10	
Rio Delight Knee Slicer	From Negativa ↗	L, M	14, 28	Knockdown
S-Dobrado	From Negativa [↗]	M	20	Launcher
Ipanema Wings	From Negativa [↗]	L, L	12, 10	Launcher
Ipanema Wings to Slippery Kick	From Negativa [↗]	L, L, L, L	12, 10, 10, 10	Launcher
Knee Slicer Low Front Stinger	From Negativa ↗	M, M	16, 25	Knockdown
Low Front Stinger	From Negativa ↗	M	25	Knockdown
Low Front Stinger Cancel	From Negativa ↗	M	15	Shifts to Handstand
Quick Spring Kick	From Negativa ↗	M	20	Knockdown

10 Hit Combos

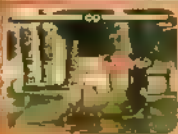
Name	Command	Properties	Damage	Notes
10 Hit Combo 1	[↗] ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗	M, M, M, H, H, M, M, M, H, M, M, M	16, 20, 28, 7, 8, 9, 13, 6, 6, 21, 15, 20	Knockdown
10 Hit Combo 2	[↗] ↗ ↗ ↗ ↗	M, M, M, H, H, L	16, 20, 28, 7, 8, 12	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Christie's Rotacao Throw	Approach enemy ↗ (or ↗)	H	35	↗
Christie's Caranguejo Throw	Approach enemy ↗ (or ↗)	H	35	↗
Christie's Rote Throw	Approach from left side ↗ (or ↗)	H	40	↗
Christie's Garganta Throw	Approach from right side ↗ (or ↗)	H	42	↗
Christie's Air Malt	Approach from behind ↗ (or ↗)	H	60	-
Cabra Macaco Throw	Approach enemy ↗	H	40	↗
Rodeo Spin	Approach enemy ↗ ↗ ↗ ↗ ↗	H	■	↗
Adeus	Approach (crouching enemy) ↓ ↗ (or ↓ ↗)	M	45	↗ or ↗
Eddy's Rio Deal	Approach enemy ↗ (or ↗)	H	35	↗
Eddy's Rio Special	Approach enemy ↗ (or ↗)	H	35	↗
Eddy's Missile Launcher	Approach from left side ↗ (or ↗)	H	40	↗
Eddy's Shadow Dancer	Approach from right side ↗ (or ↗)	H	42	↗
Eddy's Back Rodeo Spin	Approach from behind ↗ (or ↗)	H	60	-

Top Ten List

1



↵ [↵ ↵]

Christie does an elbow and then extends her arm fully. This attack hits mid-high and is an excellent poking string. It can be thrown out quite a bit. On hit, it gives her a big advantage, allowing her to attack, and it sets up her counter hit attacks well. It sets up her throw game very well, because opponents can have a difficult time backdashing a throw attempt. This is a staple move that all Christie players should be using.

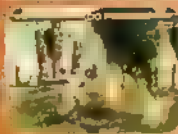
6



↵ ↵

Christie's Reversao (↵ ↵) is a cartwheel that grants a combo opportunity if both kicks connect. It also hits grounded opponents. This attack is good against opponents who like to duck. If this kick connects, the opponent will be wary of ducking, because its combo potential is rather large. Keep in mind that opponents who block this attack usually get free jab attacks, so there is some risk in using it. But it's well worth that risk, especially against certain characters.

2



↵ ↵

The Double Arm Stinger is one of Christie's best attacks because of its strong evasive capabilities. She lunges back away from her opponent, and then comes forward with a strike that bounce-juggles on hit. It's best to trick opponents into getting hit by this move. The Double Arm Stinger is great because it can be used to evade certain strings as well.

7



↵ ↵

Christie's Roundhouse is an excellent punishing attack. It has good speed and can throw opponents off-guard. This move can be thrown out from time to time, but not too often, because the opponent can jab her out of the air and get a minor air combo. The Roundhouse also has minor evasive properties, going over low attacks if timed correctly.

3



↵ ↵

The Astixlante also has evasive properties built into it. Christie sways to her right side and strikes her opponent with a quick mid punch. This move is great because it sways to the side and evades string attacks. It becomes a deadly tool close to walls because it keeps her opponent close, allowing her to follow up with additional ground hitting attacks.

8



↵ ↵ ↵ ↵

The Rodeo Spin is one of the most damaging throws in the game. It can bring you back into the game or take someone out. It can be buffered after certain attacks, such as the Handslaps (↵), the Combinaso Mao (↵ ↵ ↵), or the Handstand Flop Punches (During Handstand ↵ or During Handstand ↵). Connecting the Rodeo Spin successfully will make the opponent want to break it, thus increasing the chances of you connecting her standard throws.

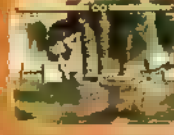
4



↵ ↵

Christie's Elbow Uppercut is another staple move that should be used frequently. It has multiple uses. On regular hit, it causes a stagger stun, allowing you to follow up with attacks like Front Stinger (WC ↵), Boomerang (↵ ↵ ↵), or Lunging Brushfire (↵ ↵ ↵). On counter hit, she gets a juggle opportunity.

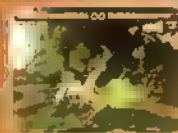
9



Negativa Stance, [↵ ↵]

Ipanema Wings from Negativa Stance is a great low attack because of its range and the juggle opportunity it grants when both kicks connect. Mix up this attack with the S-Dobrado (Negativa Stance [↵ ↵]) or the Quick Spring Kick (Negativa Stance ↵ ↵) to keep the opponent at bay. Try not to abuse this attack too much, or your opponent will catch on and low parry you, giving them a juggle opportunity.

5



↵ [↵ ↵]

Knee Thruster to Heran Bago is a great string to use if you feel an opponent is going to attack you. It is relatively quick and guarantees a juggle on counter hit. After it hits, do a Negativa to Lunging Brush Fire Combo (Negativa Stance ↵ ↵ ↵). This string can also be delayed, allowing you to bait the opponent into the second kick if necessary. The first part can be used by itself to keep the opponent at bay.

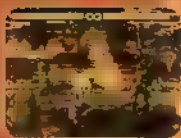
10



SS ↵

Christie's Twister is a great low attack to annoy an opponent. The only way an opponent can punish this attack is by low parrying it. If they don't, it's completely safe on block. On hit, it grants more advantage than most people think, setting up Christie's counter hit game. The Front Stinger extension from the Circus Kick (During Handstand, ↵ ↵) is great for an opponent who decides to attack afterward. If your opponent begins to low parry this attack, you can mix it up by doing a sidestep into a mid attack like the Elbow Uppercut (↵ ↵) or the Wheel Kicks (SS ↵). Or you can use her Relogio attack (↵ ↵ ↵), which is a low attack that can't be parried.

Christie's strength lies in her ability to confuse and out-space her opponent. She has a good mix of annoying low attacks to entice her opponent to attack, and a good set of mid attacks that are very damaging if they connect. The key is to set up these attacks correctly. The One Two Elbows (↵↵) is a great way to start off your poking strings. Once it connects, you can follow up with a variety of attacks, like the Elbow Uppercut (↵↵), Circus (During Handstand, ↵↵), or Knee Thruster to Heran Bago (↵↵↵). Or you can go for a throw attempt (this also includes going for a low throw attempt). If an opponent blocks your attack and you want to retaliate, go for the Double Arm Stinger (↵↵). If the first one is blocked and you're feeling particularly lucky, you can try it twice. There are a few ways to implement Christie's Negativa Stance position. One way is to use the Hot Place Special Cancel to Negativa (SS[↵↵]). This move puts you right in front of your opponent for a Negativa Stance position mix-up. Other attacks that are good at yielding a Negativa Stance position mix-up are the Lunging Brushfire to Negativa Stance (↵↵↵↵), the Jumping Jacks to Negativa Stance (↵↵↵) and its variations, and the standard Instant Negativa Stance (↵↵). Be sure you execute your attacks from Negativa Stance position quickly, because there are attacks that can hit you out of it. As for wake-ups, Christie is great at staying on her opponents. The Lunging Brushfire is a great attack for catching opponents who decide to roll away. It has excellent range, can catch backdashing opponents, and allows for you to go into Handstand position or Negativa Stance position. The Handstand Flop Punches also catch opponents who roll backward, allowing for minor float juggle opportunity. Opponents who like to stay on the ground will be wary of doing so against Christie, because she has lots of ground hitting attacks. Use her Queixada (↵↵) against an opponent who is close to you and you feel is going to stay on the ground. You can also try using her Reversao (↵↵) on a grounded opponent, because it keeps them on the ground and close to Christie. Her new Acrobacia (↵↵) has some windup to it, but it covers a good amount of range and does good damage for a ground hitting attack. For an opponent who quick rolls, it's best to go for a throw or mid mix-up. Christie has a lot of good attacks to finish off her opponents. Her Left Jab to Island Mirage (↵↵) is a solid string that your opponent will have a hard time punishing. Her Combinaso Mao (↵[↵↵]) is good at finishing an opponent, as well as her low attacks, like the Circus (During Handstand, ↵↵), Religio (↵[↵↵]), Kneecap Crusher (↵↵), and Knee Thruster to Heran Bago (↵[↵↵]).

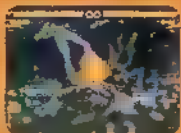


from attacking while you're in stance. The Helicopter from Handstand Position (During Handstand ↵) is a good example of this. This mid hitting kick tracks an opponent who sidesteps and is good at keeping the opponent at bay. Sometimes you can throw it out twice in a row. Once the opponent has decided not to attack, you can go into Negativa Stance and use your mix-ups. Christie's Quick Spring Kick Stance (Negativa Stance ↵↵) is a great attack to stop an opponent from attacking you while in Negativa Stance. Then you can go into the Ipanema Wings (Negativa Stance, ↵↵) or other attacks from the Negativa Stance position. Christie can have a hard time against opponents who rush her down with jab strings. The best thing to do is to use her crush moves. Barbed Wire (↵↵) is a good attack because it evades all high attacks. As mentioned earlier, the Double Arm Stinger (↵↵) and the Asxfiante (↵↵) are great attacks to evade an aggressive opponent's strings. Be wary of using Christie's Reversao (↵↵) versus certain characters. The move is great in terms of reward, but it's not too safe on block. All characters get jab strings when it's blocked, which can be a big thing depending on the character you're fighting against.

Christie excels near the walls. Her combos can go quite a distance and push her opponents to the wall. Once she's at the wall, it's best to get into Negativa Stance position and implement her mix-ups. If you wall stun an opponent, try using the Reversao (↵↵) to slam the opponent onto the ground and then go into Christie's wake-up game. Christie can also apply pressure if her opponent is close to a wall. If the Circus (During Handstand, ↵↵) connects close to a wall, it leaves Christie right next to her opponent with lots of advantage. You can go for a throw attempt because you're so close to your opponent. If they decide to crouch, the Combinaso Mao (↵[↵↵]) is a great attack to use. If it connects on normal hit by a wall, her Queixada (↵↵) or her Reversao (↵↵) are great follow-up attacks that hit grounded opponents.



Christie's weakness is that she's somewhat slow. Sometimes her attacks take time to execute. You will need to combat this by using your quick pokes, like the Combinaso Mao (↵[↵↵]) or the Knee Thruster to Heran Bago (↵[↵↵]). This keeps your opponent away, allowing you to go into her other bigger moves. Her stances take some time to set up, and certain attacks can nullify her Handstand and Negativa Stance positions easily. You have to stop your opponent



Good Match-Ups

It's a difficult time in this match-up because of Christie's ability to evade a lot of his mix-ups. The Double Stringer (↵↵) is a great tool to use against the Razor Rush (↵↵↵↵↵↵). It evades the last kick whether the opponent goes mid or low. Christie has a lot of ground hitting attacks that can hurt Lei. He decides to use his ground game mix-ups. Also, get ready to block the Barbed Wire (↵↵). It's the primary low attack used by Lei players at maximum range. Train yourself to see this sweep, because it is a great juggle opportunity if blocked successfully. Another key to defeating Lei is knowing what he can do from his stances. Lei's Panther Stance and Tiger Stance are the two primary animal stances. Because of the strong mix-ups and auto-parry functions from them. If Lei is approaching you while in Panther Stance, try to hit him out of it with a quick mid attack, like the Combinado Mao (↵↵↵) or the Knee Thruster to Heran Bago (↵↵↵↵). Lei's Tiger Stance auto-parries mid attacks, so try to hit Lei with a quick low, or go for a throw attempt to disrupt his flow. Watch out if Lei is in one stance, but then switches to Panther or Tiger Stance at the last second when you approach him. Once you understand Lei's high/low game, defeating him should not be too difficult.

JACK-5 is a good match-up for Christie. In this match, you want to use your low crush moves a lot more, like the Roundhouse (↵↵) and the Freckick (↵↵), since they go over his Machine Gun Punches (↵↵) and the Anchor Shovel (↵↵) quite well. If a Machine Gun Punch connects, get ready for a variety of mix-ups including throws, a Violent Upper (WR↵), a Glass Cut Saw (WC↵↵), or even another Machine Gun Punch. Most JACK-5 players will try to keep you out of range. You need to get close to JACK-5 and disrupt his comfort zone. Watch out for his Right Upper (↵↵), because it has lots of range and can catch you off-guard. Use your quick pokes up close, like the Elbow Uppercut (↵↵) or the Knee Thruster to Heran Bago (↵↵↵↵), to frustrate JACK-5. One of JACK-5's strengths is his wake-up game. Pay attention to how he attacks while you're getting up off the ground, and mix it up accordingly. JACK-5 has a lot of devastating throws, but most of them are right punch breaks. The Tombstone Throw (↵↵↵) is a powerful throw because of its damage and range. Make sure you break this throw, because players like to set it up with such attacks as the Gigaton Punch (↵↵↵↵↵↵), standing jab (↵), while standing kick (WR↵). Some players use the wake-up as well.

Jin versus Christie is a solid match-up. Jin has a lot of high punch strings, like his Double Thrust variations (↵↵↵ and ↵↵↵) and his Lancer strings (↵↵), but Christie can evade them with the Barbed Wire (↵↵) or the Double Arm Stinger (↵↵). Expect these strings a lot, because Jin players tend to use these attacks to initiate their offense. As a whiff punisher, most players like to use the Thrusting Uppercut (↵↵↵↵). If you block this attack, you get free time with Christie, allowing you to go into your mix-ups. Expect Jin players to use his Lunging Low Roundhouse Kick (↵↵↵↵) as a mix-up to his Thrusting Uppercut (↵↵↵↵). If blocked, Christie gets a free Negativa Flare combo (Negativa Stance, ↵↵) and a juggle opportunity. Jin's Evil Intent (↵↵↵↵↵) is a staple move that is used in combos, but it's also good at stopping opponents who sidestep. If a Jin player decides to use this move, you can duck the second hit of this string and try for a counter hit with a quick while-standing move, like Rising Upper (WR↵). Also, watch out for the Parry (↵↵↵). If he successfully parries your attack, he may get a free Flash Blade (↵↵) or Twin Thrust punches (↵↵↵). If you think he will use this string, you can duck the roundhouse and get a free Negativa to Flare combo (Negativa Stance, ↵↵) if you block the Rear Thrust punch. The key to defeating Jin is to exploit the holes in his moves and use evasion tactics.

Bad Match-Ups

Christie Monteiro vs. Nina Williams

Nina's quick pokes allow her to maintain pressure on Christie and prevent her from going into her attacks. Nina's Uppercut to Jab (↵↵↵) and its variations can be a problem for Christie. Depending on how much of the string Nina performs, Christie can evade with the Double Arm Stinger (↵↵). You can also use the Asfixiante (↵↵) to evade some of Nina's strings. Nina's true strength lies in her wake-up game. Getting up from the ground can be difficult. Most of Nina's wake-up options rely around her Leaping Axe Kick (↵↵) that hits grounded, her Wipe the Floor (↵↵↵) that hits grounded, or her Shin Kick to Spin Punch that picks up opponents who roll away. You have to study your opponent and try to get up as safely as possible. Be wary of using your Handstand and Negativa Stance position attacks, because her Right Low Kick to Back Spin Chop (↵↵↵) can negate these stances completely. You also want to limit your use of the Jumping Roundhouse (↵↵), because her jab strings can knock you out of the air. Make sure you take your free damage versus Nina. If you block her Wipe the Floor (↵↵↵), Christie gets a free Samba Slippery Kick (↵↵↵). This leads to a very powerful combo. She can also opt for her Reversao (↵↵) as well.

Christie Monteiro vs. Steve Fox

Steve poses a threat to Christie because of his speed and offensive capabilities. His Left Right Left (↵↵↵) is a commonly used string. Christie's Haute or Double Arm Stinger (↵↵) can evade this attack with ease. Don't be too aggressive against Steve or he can bait you into the British Edge String. Steve's Flicker Stance can also pose problems because of the Spitfire Combo (Flicker ↵↵↵↵). This stance can keep you at away from Steve and allow him to go into long-range mix-ups, like his Quick Spin (↵↵). Use quick low moves to knock him out of this Flicker stance, because he can't block low. You can also try going for a Slippery Kick (↵↵↵) if you're feeling lucky, but it is risky because it comes out rather slowly. This match-up will force you to use more of your pokes and quick strings, rather than big attacks, which can make it hard for Christie to win.

Christie Monteiro vs. Julia Chang

Julia also can be a difficult match-up for Christie, because of her speed and her high-priority attacks. Julia is a very linear character, but because of Christie's lack of a fast sidewalk, she has to block or use her evasive moves to get around Julia's attacks. Julia players will use a lot of the Party Crasher (↵↵↵) to get their offense flowing. This attack is fast and can stop a lot of Christie's attacks, especially her Negativa Stance and Handstand positions. You'll want to block this attack and be prepared for her next attack, which is usually her G-Clef mix-ups (↵↵↵, ↵↵↵↵, ↵↵↵), the Skyscraper Kick (WR↵), or another Party Crasher (↵↵↵). The Double Arm Stinger (↵↵) can help you evade these kinds of strings. Julia also has a variety of throws. Her Mad Axes (↵↵↵↵↵) is a popular throw because of its speed and the ability to buffer it from lots of other moves. Be ready to break this throw with both punches after certain moves, like after the Flash Punch (↵↵↵), Party Crasher (↵↵↵), or other delayable strings.

Combos

Combo 1



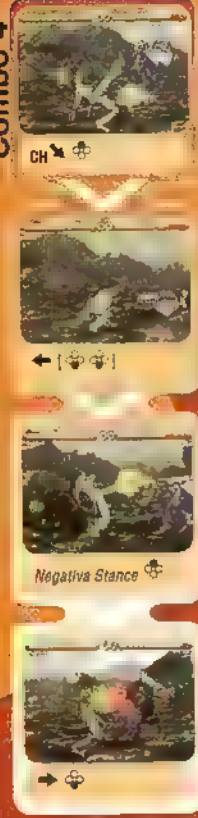
Combo 2



Combo 3



Combo 4

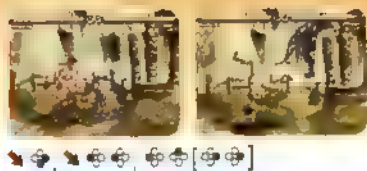


Combo 5

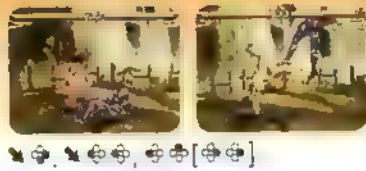


Parry Follow-Ups

Low Punch Parry



Low Kick Parry



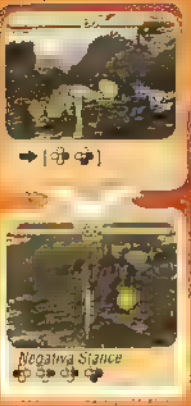
Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



The once undefeated Vale Tudo fighter Craig Marduk was infuriated over his loss to King in the previous tournament. After being released from the hospital, he endured a harsh training regimen that honed his body into the ultimate weapon. One day, Marduk entered the Vale Tudo tournament wearing a black jaguar mask. He successively downed every opponent in his path and announced his intent to face King once more. The two will meet again at the King of Iron Fist Tournament 5.

Craig Marduk



Player 1 Costume



Player 2 Costume

Items

Head



Head - Armlet
500,000 G
Both Outfits - No



Head - Habergeon
150,000 G
Both Outfits - No



Head - Dreadlocks
80,000 G
Both Outfits - Yes



Head - Knit Cap
150,000 G
Both Outfits - No



Head - Pirate Hat
300,000 G
Both Outfits - No

Face



Face - Restraint Mask
120,000 G
Both Outfits - No



Face - Sunglasses
60,000 G
Both Outfits - No



Face - Goggles
30,000 G
Both Outfits - Yes



Face - Eye Patch
200,000 G
Both Outfits - No



Face - No Sunglasses
60,000 G
Both Outfits - No

Upper Body



Upper Body - Shield
80,000 G
Both Outfits - No



Upper Body - Champion's Belt
200,000 G
Both Outfits - No



Upper Body - Boomerang
40,000 G
Both Outfits - Yes



Upper Body - Shirtless
500,000 G
Both Outfits - No



Upper Body - Morning Star
60,000 G
Both Outfits - No

Lower Body



Lower Body - Shin Guards
300,000 G
Both Outfits - No



Lower Body - Bananas
30,000 G
Both Outfits - No



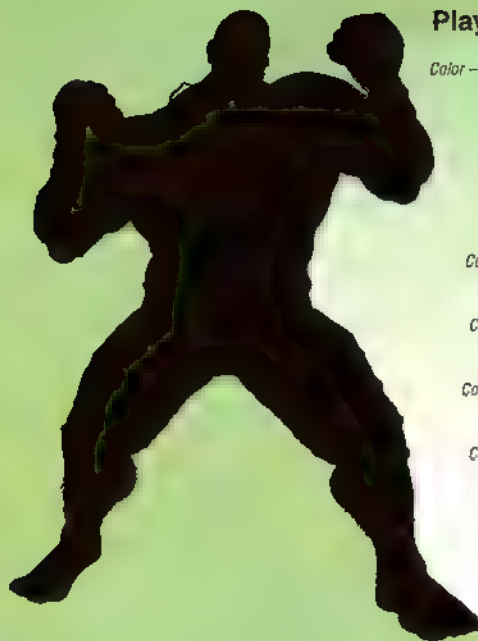
Lower Body - Champion's Belt
50,000 G
Both Outfits - Yes



Lower Body - Viking Axe
120,000 G
Both Outfits - No



Lower Body - Buckle
30,000 G
Both Outfits - No



Player 1 Colors	Player 2 Colors
Color - Black/White 18,000 G	Color - Black/White 18,000 G
Color - Red 8,000 G	Color - Red 8,000 G
Color - Blue 8,000 G	Color - Blue 8,000 G
Color - Yellow 8,000 G	Color - Yellow 8,000 G
Color - Green 8,000 G	Color - Green 8,000 G
Color - Orange 8,000 G	Color - Purple 8,000 G
Color - Purple 8,000 G	Color - Sea Green 8,000 G
Color - Pink 8,000 G	Color - Brown 8,000 G

Move List

Name	Command	Properties	Damage	Notes
Left Right Combo	← →	H,H	7,12	
Left Right to Gut Check	← → →	H,H,M,H	7,12,17,28	
Left Right to Ready Position	← →	H,H	7,12	Shifts to Ready Position
Left Right to Power Elbow Combo	← → →	H,H,H	7,12,21	
Leg Body Combo	← ↓ →	H,M	7,13	
Quick Elbow Combo	→ →	H,H	12,12	
Catapult Tackle Combo	→ ↓ →	H,M	12,24	Launcher
Shove	→	M	■	
Double Hook Combo	→ → →	H, H	20, 25	Knockdown
Hook Smash Combo	→ → ↓ →	H, M	20, 21	
Knee Lift	→ →	M	27	
Stampede	→ →	M	18	
Double Thruster	→ →	■	21	
Shoulder Bash	→ →	■	35	Knockdown
Air Lift Uppercut	↖ →	■	15	Launcher
Body Blow	↖ →	M	13	
Gut Kick	↖ →	■	11	
Raging Beast headbutt	↖ → → → →	M, H, H, M, H	18, 7, 12, 17, 28	
Raging Beast Ready Position	↖ → → →	M, H, H	18, 7, 12	Shifts to Ready Stance
Raging Beast Sting	↖ → → → →	M, H, H, H	18, 7, 12, 21	
Raging Beast Body BLOW	↖ → → ↓ →	M, H, M	18, 7, 13	
Gut Kick Combo	↖ → →	M, H	18, ■	
Scylla Rush	↖ → ↖ → →	M, M, H	18, 12, 21	Knockdown
Meal Check	↖ →	M	19	
Cannonball	↖ →	M	23	
Dunk Elbow	↓ →	■	11	
Alligator Combo	↓ → →	M, M	18, 21	
Low Kick	↓ →	L	12	
Knee Slicer	↓ →	L	16	
Battering Ram	↓ →	M	24	Launcher
Swift Tomahawk	↗ →	M	18	
Crab Leg	↗ →	L	12	Knockdown
Annihilator Hammer	↗ →	M	28	Launcher

Name	Command	Properties	Damage	Notes
Fist Hammer	← ⊞	M	18	
Spinning Backfist	← ⊞	M	24	
Heel Bazooka	← ⊞	H	30	Knockdown
Death Bringer	← ⊞ (← ⊞ to cancel)	L	80	Knockdown
Jumping Mid Kick	↗ ⊞	M	18	Knockdown
Mongolian Chop	↗ ⊞	H	21	Knockdown
Foot Stomp	↑ ⊞	M	21	
Ballista Fist	→ ⊞ ⊞	M, M	21, 24	Knockdown
Elbow Rush	→ ⊞	H	21	Knockdown
Bicycle Kick	→ → → ⊞	M	35	
Hell Stab	While rising ⊞	M	12	
Tornado Chop	While rising ⊞	H	28	Knockdown
Power Punt	While rising ⊞	M	18	Launcher
Stun Kneel	While rising ⊞	M	21	Knockdown
Quick Uppercut	While rising ⊞	M	12	
Bull-Charge	While crouching ⊞	M	20	
Shin Breaker	While crouching ⊞	L	19	
Spinning Hammer	During sidestep ⊞	M	24	Knockdown
Wake Up Hammer	While down (facing down) ⊞	M	28	
Wake Up Sweep	While down (facing down) ↓ ⊞	L	18	Knockdown
Quake Kick	(While enemy is down) ↗ ⊞	L	22	

Ready Position

Name	Command	Properties	Damage	Notes
Ready Position	⊞			
Cornered Beast	↗ ⊞			
Power Straight	During Ready Position → ⊞	M	22	Knockdown
Double Leg Take Down	During Ready Position ⊞	H	12	Shifts to Mount
Side Shift	During Double Leg Take Down ↑ (or ↓)			

Mount Position

Name	Command	Properties	Damage	Escape
Left Melon Masher	During Mount ⊞		8,8,8,11	⊞
Neck Lock	During Mount ⊞		8,7,7,18	⊞
Right Melon Masher	During Mount ⊞		8,7,5,5,10	⊞
Knee Bar	During Mount ⊞		8,7,7,18	⊞
Mount Mongolian Chop	During Mount ⊞		15,25	—
Skull Crusher	During Mount ⊞		10,7,7,16	—
Hercules' Hammer	(While enemy down) by feet ⊞ ⊞ (or ⊞ ⊞)	M	20	⊞ or ⊞
Mount Position	(Enemy on back) by enemy's side ⊞ ⊞ (or ⊞ ⊞)	M	12	⊞ or ⊞
Rib Buster	(Enemy face down) from the side ⊞ ⊞ (or ⊞ ⊞)	M	30	⊞ or ⊞
Gator Slam	Approach Mid-Air enemy ⊞ (or → ⊞)	H	17	—
Corkscrew	Approach Mid-Air enemy ⊞ (or → ⊞)	H	17	—
Mid-Air Suplex	Approach Mid-Air enemy → ⊞	L	25	X

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞	H, H, M, M, H, M, L, M, M, H	12, 12, 8, 6, 12, 8, 7, 10, 12, 25	Knockdown
10 Hit Combo 2	⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞ ⊞	H, H, M, M, H, M, M, M, L, H	12, 12, 8, 6, 12, 8, 6, 13, 6, 22	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Arm Roller	Approach enemy (or →)	H	35	↩
Knee Breaker	Approach enemy (or →)	H	35	↩
Reverse Body Lift	Approach from Left side (or ↩)	H	45	↩
Toy Airplane	Approach from right side (or ↩)	H	40	↩
Backdrop	Approach from behind (or ↩)	H	60	—
Arm Bar Flip	Approach from behind (or ↩)	H	55	—
Power Bomb	Approach (crouching enemy) ↓↩	M	45	↩
Ultimate Knee	Approach (crouching enemy) ↓↩	M	45	↩
Trap	Time with enemy High attack ←↩		8	Shifts to Mount
Trap	Time with enemy Mid attack ←↩		8	Shifts to Mount
Around the World	Approach enemy →↩↩	H	30	↩
Back Breaker	Approach enemy ↓↩↩↩	H	40	↩
Suplex Bomb	Approach enemy →↩↩↩↩↩↩↩↩↩↩	H	45	↩
Northern Lights Suplex	Approach enemy ↓↩↩↩	H	25	↩
Power Slam	Approach enemy ↓↩↩↩	H	25	↩
Body Slam	During Ready Position ↩	H	35	↩



Top Ten List

Dunk Elbow



This is a great addition to Craig's move list. If it's blocked, ■ gives you a great advantage. For example, if you follow up with a Body Blow (↓ ↘ ↻), it's uninterruptible. Also, a Knee Slicer (↓ ↘ ↻) and a throw can be interrupted only by jump moves and duck moves, respectively. It puts your opponent into a crouch, and in that position, the only moves you have to worry about are mid moves. It's a great position to set up ■ mid reverse.

Shove



This move is great because it's mid, safe, and rewarding. If you counter hit someone with this move and they're ■ the right side of the screen, you get a free throw and a free Knee Slicer (↓ ↘ ↻). If it hits them and it's not a counter hit, they can't backdash away from a Knee Slicer (↓ ↘ ↻). A Dunk Elbow (↓ ↘ ↻) will reach if they don't move, so this gives you a great mix-up. The downside to this move is that it doesn't do any damage.

Knee Slicer



This move is low, it can't be parried, and it goes under all high moves. Whenever you are in range to use a move and you can't think of which one would be best, this is a great one to fall back on. It trains your opponent to duck, and that allows you to juggle them. But it is not without its risk. If your opponent blocks this move, you will be juggled. But if you use it intelligently, they will feel so lucky to actually block it that they might forget to retaliate.

Double Hook Combo



This move reaches all the way across the room and will surprise any opponent if used correctly. If the first or second one counter hits, it drops the opponent to the floor. Then you have enough time to sidestep and do the ground throw of your choice. This move can also be delayed in the middle, and that makes it easier to surprise your opponent with. The only risk ■ that this move hits high.

Double Leg Take Down



Ready Position (↻).

Try to use this move as a surprise. If you land the tackle, you're left in a great position even if you don't land the punches. If the tackle is broken, the camera angle changes in ■ way that you can take advantage of, because it is hard for your opponent to figure out which direction is forward. Make sure you're not too predictable with the tackle, because you can be hit out of it in all sorts of ways. But you can use this to your advantage too. You can now sidestep while you're doing the tackle, and then retackle when they whiff.

Cornered Beast



This move is great. Almost anytime you think someone is going to attack you, you can use this move to avoid it. If you guess right and they do a power move, it's a way to set up a tackle. If you guess right and it isn't a power move, you can cancel the stance by doing a ↻ ↻. If you guess wrong and they try to run after you to punish your mistake, a Ready Position ↻ will send them flying.

Stun Knee



While rising ↻

This is a great new addition. It's fast, rewarding, and safe. If it counter hits your opponent, a ground throw is a good option. This move is also fast enough to punish most ducked high attacks and most punishable low hits.

Annihilator Hammer



This is a great launcher. You can take off 50% of your opponent's life. This means that if you're losing, you can win the match with this move. But be careful because if it ■ blocked, your opponent can unleash a series of attacks. If you aim this move so your opponent barely blocks it, it will push their character back much farther, and this will limit the ability to punish you on block.

Cannon Ball



This updated move ■ now great. It goes under high attacks very consistently. This in combination with Knee Slicer (↓ ↘ ↻) makes high attacks virtually useless against Craig. On hit you should follow up with a throw, Knee Slicer (↓ ↘ ↻) or maybe a Dunk Elbow (↓ ↘ ↻). Be careful if this move is blocked, it can be punished with jabs and a few other more dangerous options.

Shin Breaker



While Crouching ↻

If this move hits an opponent on counter hit, it trips them. Then you can follow up with another Shin Breaker, and it will ■ a nice chunk of damage. If it hits and it's not a counter hit, the opponent is at your mercy. You can mix up between a throw and a Stun Knee (while rising ↻) or Power Punt (while rising ↻). But if this move is blocked or whiffed, your opponent can counter attack. On the bright side, you recover crouching, so you cannot be thrown after this move ■ blocked.

Craig now has some moves that give you a great advantage on hit and on block. Dunk Elbow (↓↘↙) is another layer of strategy. Even Dunk Elbow (↓↘↙) is difficult to interrupt. The moment he is landing that initial Dunk Elbow (↓↘↙), you know you do, your opponent is in a terrible position. You can start interrupting your Dunk Elbow (↓↘↙) to Dunk Elbow (↓↘↙), you can step in-between the moves, and their moves will be whiff. If you work your game around this move, you will do well with Craig. Also, try to fish for a counter hit Shove (↘↙↘), because the payoffs are huge. One nice thing about Craig is that he can't be intimidated by highs. He has Cannon Ball (↘↙↘) and Knee Slicer (↓↘↙). If Knee Slicer (↓↘↙) connects and your opponent still goes for high attacks, you can do an Annihilator Hammer (↘↙↘) and it should connect. Always take advantage of his throw reach. The extended throw reach for Craig reaches nearly across the screen. Each throw does 25% damage to wake-ups. Wake-ups can lead up to 50% damage. For example, if you do a Shin Breaker (↘↙↘) on the opponent backrolls, you can run after them a few steps and then a Shin Breaker (↘↙↘), and trip them backwards. Then you get them one free. If you end a juggle with a Gator Slam (↘↙↘) air throw, Shin Breaker is a good follow-up. If they backroll, it will hit them even if it looks like it shouldn't. It also hits them on the ground if they just wake up, and it tracks decently if they roll sideways.



Craig's biggest disadvantage occurs when your opponent blocks your attack. If your opponent blocks a Knee Slicer (↓↘↙), you'll get counter attacked. If your opponent blocks a Shin Breaker (↘↙↘), you'll get counter attacked. If your opponent blocks a Shin Breaker (↘↙↘), you'll get counter attacked. If your opponent blocks an Annihilator Hammer (↘↙↘), you'll get juggled. If your opponent blocks a Knee Slicer (↓↘↙) or Power Punt (while standing ↘↙↘), you'll be punished. The simple solution to this problem is to expect every move to connect. It's easier said than done, but it's not so hard when you consider a simple fact: If a character is blocking forward or backward, he cannot be blocking low at the same time. Think about this: If you use Knee Slicer (↓↘↙), and the move will become much less risky. There are times when the new system works against Craig. In Tekken 4, Knee Slicer (↓↘↙) was only risky if your opponent blocked it. But in Tekken 5, your opponent can block and jump it. If your opponent trains to jump kick each time you connect a Knee Slicer (↓↘↙), you have to limit your usage of it. This is also bigger than most characters on the ground. This can give him a big disadvantage when it comes to wake-up games. For example, Wang gets a free Double Thruster (↘↙↘) after he does a Shin Breaker against Craig. This does nearly 40% damage, guaranteed. Another disadvantage is that Craig's is great against the wall. The best he can hope for is to juggle his opponent. But in that case they will be at the wall, and Craig won't get as much damage as he could have without the wall being there.



Craig isn't really great against the wall. Most of his moves, while powerful, are not fast. This means if he gets someone into the air and smacks them against the wall, he can't keep them there against it like other characters can. You may get 3 or 4 hits, but that's the end of your wall game. If you splat them up high, you can get a Shin Breaker (↘↙↘) against them. If you throw them into the air, you get another one for free. And if you hit them against the wall high enough, you can get a Shin Breaker (↘↙↘) off it. But compared to other characters, this isn't extraordinary. In fact, sometimes you can get in Craig's way. For example, often you'll end a juggle that smacks a character against the ground at an edge. This is a perfect place to go for a ground throw, because your opponent is limited by the way he is. If you land the ground throw and toss him up in the air, and you end up facing a wall, it's very difficult to follow up with a Shin Breaker (↘↙↘) while juggle.

Good Match-Ups

Jack-5 is big, and it's hard for him to sidestep Craig's Dunk Elbow (↓↘↙), especially if he's already blocked one. This allows you to virtually lock down this character if he gets a Dunk Elbow (↓↘↙). This is the main reason JACK-5 is an easy match-up for Craig. Other than that, JACK-5 is generally unsafe or at a disadvantage when you block any of his moves. This makes it even easier to block Dunk Elbow (↓↘↙) against him. If you land a Dunk Elbow (↓↘↙) on JACK-5, you can avoid the only moves he can use to get out a follow-up Dunk Elbow by doing an Annihilator Hammer (↘↙↘). If you use a Cornered Beast (↘↙↘) to avoid most of his moves, you're in a better position than usual because most of his moves are disadvantaged anyway. If you get JACK-5 against the wall, he can't be able to get out unless you let him out. The power of Craig's throws will be amplified against JACK-5, because the wake-up moves afterward are easier to hit JACK-5 with. This is an uphill battle for JACK-5.

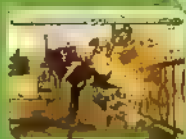
Bruce is one of the easier matches for Craig, because he depends so much on high moves. Most of his strings start with one or two high jabs. This allows you to abuse your Knee Slicer (↓↘↙) and your Cannon Ball (↘↙↘) more than usual. Every time he does a low hit in the middle of a string, you can follow up with a Quick Recovery crouch move (even if the low hits you) to interrupt him. If you hit him with a Knee Slicer (↓↘↙), and he retaliates with a jab string, you can use Annihilator Hammer (↘↙↘) to juggle him for 50%. If you're already ducking and he's going to do high attacks, you can do Cannon Ball to go under them, and hit him with a mid or Shin Breaker to go under them and hit him with a low. Bruce can be dangerous against the wall, though. You should keep your back away from the wall if possible.

The main reason Craig is good against Roger Jr. is because of a range issue. It's no secret that Craig has a long reach, especially when it comes to throws. Roger Jr. is nearly the opposite. He has short jabs and short legs, and this limits his reach. This allows you to abuse Annihilator Hammer (↘↙↘) against him with very little risk. But it also makes it easier to connect the move, because his lack of range prevents him from interrupting it when other characters can. One of the most dangerous things about Roger Jr. is the damage he does with his Wind-Up Uppercut (↘↙↘) counter hit juggle. But since Craig has plenty of great moves that can interrupt this string, not only can you avoid it, you can punish it. There is one thing you need to be careful about, though, and that is Roger Jr.'s wall game. You must do whatever you can to prevent your back from touching the wall, because if Roger Jr. can get right next to you, your long reach will be insignificant.

Bad Match-Ups

Nina is already a good character, but she has some moves that make her deadly against Craig. She's way faster than him in every respect, and she has moves that reach just as far. But she also has a built-in ability to bait Craig to attack when it may not be the best time. For example, her strings are all high, but they can be stopped at any time by a bait move that goes under the highs, so she can block and then punish you. She can also start all of her jab strings with a mid, to prevent you from ever going under her attacks until you start blocking first. Her Ivory Cutter (↘↙↘) is another move that can bait you to attack. This move is two hits, but the first one is shorter than the second. If you backdash and make it whiff, you may be tempted to attack and instead you will be interrupted. Craig is one of the biggest characters, and this means he gets hit on the ground by moves that other characters don't get hit by. Nina already has a great wake-up game, so this only helps her.

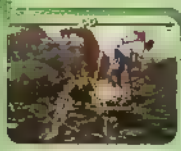
The reason King is a tough match for Craig is that all his best moves are mid or low, excluding his throws. He can use those great mids to encourage you to stand. When you do, he can throw you for huge damage. Especially wary of this tactic if you're near a wall. He has a quick hopkick that can quickly put an end to your Knee Slicer (↓↘↙) usage, and it's fast enough to interrupt throws (even throws that can be air throws). King has long range, just like Craig does, and this just takes away another advantage Craig usually has against other characters: If King blocks Dunk Elbow (↓↘↙), he is able to counter with than most characters to use a Low Jab (↓↘↙), Right Jab (↘↙↘) to interrupt your follow-ups. This means that when you get King to block your move, he makes you guess almost as much as he has to guess. In a lot of respects, these two are tied. For example, neither have great wall games. Also, both have moves that reach nearly across the screen.



This character is tough for Craig in fight, because her best move is mid also. The elbow can find many ways to sneak in between Craig's moves and knock him down. If she blocks a Knee Slicer (↓↘↙), she can knock you down. If she blocks an Annihilator Hammer (↘↙↘), she can knock you down. If she blocks a Shin Breaker (↘↙↘), she can knock you down. She can knock you down after she blocks almost anything. And once Craig's on the ground, he's at a bigger disadvantage than most because he's so large. If Craig twitches, another elbow will hit him and possibly relift him. The elbow can't be reversed, and this makes the thought of reversals extremely risky and unlikely in this match-up. She has moves that can jump across the screen and make his moves less useful.

Combos

Combo 1



→ → ⊕



↘ ⊕



⊕ ⊕ ⊕ ⊕

Combo 2



→ → ⊕



↘ ⊕



↓ ⊕



⊕ ⊕ (⊕ ⊕)

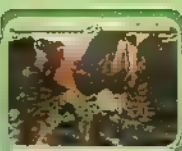


⊕



→ ⊕

Combo 3



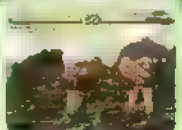
↘ ⊕



↘ ⊕



⊕ ⊕ (⊕ ⊕)

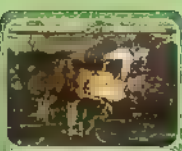


⊕



↓ ⊕

Combo 4



CH → ⊕



↘ ⊕



⊕ ⊕ (⊕ ⊕)



⊕



→ → ⊕

Combo 5



↘ ⊕



⊕



→ → ⊕ ⊕

Parry Follow-Ups

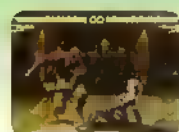
Low Punch Parry



↘ ⊕, ⊕, ↘ ⊕, ⊕ → ⊕



Low Kick Parry



↘ ⊕, ⊕, ↘ ⊕, ⊕ → ⊕



Combo 6

Combo 7

Combo 8

Combo 9

Combo 10

With the destruction of Hornmaru, Jinpachi was finally released from his long imprisonment. Seemingly coinciding with this event, the Devil Gene within Jin became activated.

Two months later, Jin was completely taken over by the Devil Gene, transforming into a devil, destructive life form.

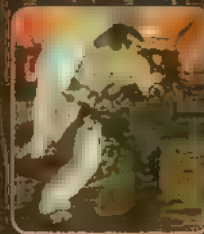
Devil Jin

Fighting Style / Unknown

Country of Origin / Unknown



Player 1 Costume



Player 2 Costume

Items

Head



Head - Devil Horns
200,000 G
Both Outfits - Yes



Head - Antlers
200,000 G
Both Outfits - Yes



Head - Horns
300,000 G
Both Outfits - Yes

Face



Face - No Horns
150,000 G
Both Outfits - Yes



Face - Long Hair
300,000 G
Both Outfits - Yes



Face - Kazuya
500,000 G
Both Outfits - Yes

Upper Body



Upper Body - Skull
Necklace
120,000 G
Both Outfits - Yes



Upper Body - Gauntlets
200,000 G
Both Outfits - Yes



Upper Body - Shield
300,000 G
Both Outfits - Yes

Lower Body



Lower Body - Chain
80,000 G
Both Outfits - Yes



Lower Body - Leg Chains
60,000 G
Both Outfits - Yes



Lower Body - Shinguards
200,000 G
Both Outfits - Yes



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Purple
8,000 G



Color - Light Blue
8,000 G



Color - Lime Green
8,000 G



Color - Black/White
18,000 G



Color - Red*

8,000 G



Color - Blue

8,000 G



Color - Yellow

8,000 G



Color - Green

8,000 G



Color - Purple

8,000 G



Color - Brown

8,000 G



Color - Light Blue

8,000 G



* Player 2 Red color uses Gray for the third piece

Move List

Move	Command	Properties	Damage	Notes
Right Punch Combo	→ → →	H, H, M	6, 6, 11	Knockdown
Left Right Combo	← →	H, H	6, 8	
Demon Slayer	→ → →	H, H, H	■, 8, 18	
Show the Works	→ → → →	H, H, M, M	6, 8, 25, 30	Knockdown
Show the Works Upper	→ → → → →	H, H, M, M	6, 8, 25, 10	Knockdown
One Two Knee	→ → →	H, H, M	6, 8, 8	
Demon Backhand Spin	→ →	H, H	12, 21	
Demon Scissors	[→ →]	M	25	Knockdown
Fire Blast	→	!	37	Knockdown
Fire Cannon	→ →	!	37	Knockdown
Fire	→			
Internal Destruction	→ →	!	50	Knockdown
Less Internal Destruction	→ → →	!	50	Knockdown
Three Ring Circus	→ → →	SM, H, H, M	5, 10, 10, 21	Knockdown
Ring Circus Combo	→ → → →	SM, H, H, L	5, 10, 10, 14	Knockdown
ESP Knee Kick	→ → →	M, M	18, 10	
Spring High Kick	→ →	H	30	Knockdown
Knee Kick	→ →	M	12	
Linear	→ → →	M, M	12, 16	
Knives Hammer Uppercut	→ → →	M, M	21, 15	Launcher
Knives Hammer Sweep	→ → →	M, L	21, 8	
Tsunami Kick	→ → →	M, M	10, 16	
Base Thrust	↓ →	M	24	Knockdown
Broken Plate	↓ →	L	5	
Base Lift Kick	↓ →	SM, H	5, 20	Launcher
Sticky Knife	← →	M	15	
Spring Wave	← → →	■	15	Shifts ■ a dash
Back Fist to Side High Kick	← → →	H, H	12, 21	
Steel Scraper	← → → → →	H, H, M, M, M	12, 10, 10, 10, ■	Knockdown
Demon Steel Pedal	← →	M	21	Crumple on Counter Hit
Base Power	← →	■	18	
Demon's Spear	← → hold	M	28 - 42	Knockdown
Lightning Uppercut	← →	!	40	Knockdown
Lightning Screw Uppercut	← →	!	■	Knockdown

Move	Command	Properties	Damage	Notes
Roundhouse to Triple Spin Kick	↖ ↗ ↘ ↙	M, L, L, M	25, 15, 12, 25	Knockdown
High Pounce	↖ ↗	M	34	Knockdown
Demon's Paw	→ ↗ ↘	M	24	Knockdown
Demon Cyclone	→ ↗ ↘ ↙ ↘	M, H, L	18, 14, 13	Knockdown
Hell Spiral	→ ↗ ↘ ↙ ↘	M, H, M	18, 14, 25	Knockdown
Laser Cannon	← → ↗ ↘ ↙	M, M, M	16, 14, 22	Knockdown
Laser Scraper	← → ↗ ↘ ↙ ↘	M, M, M	16, 14, 21	Launcher
Rising Uppercut	→ ☆ ↘ ↙ ↘	H	23	Launcher
Dragon Uppercut	→ ☆ ↘ ↙ ↘	M	■	Knockdown
Heaven's Door	→ ☆ ↘ ↙ ↘ ↗	M	29, 15	Knockdown
Dragon Uppercut to Middle Kick	→ ☆ ↘ ↙ ↘ ↗	M, M	29, 20	Knockdown
Dragon Uppercut to Spinning Low Kick	→ ☆ ↘ ↙ ↘ ↗	M, L	29, 12	Knockdown
Spinning Demon	→ ☆ ↘ ↙ ↘ ↗	L, M	22, 15	Knockdown
Demon's Tail	→ ☆ ↘ ↙ ↘ ↗	L	21	Knockdown
Demon's Hoof	→ ☆ ↘ ↙ ↘ ↗	M	21	Knockdown
Leaping Side Kick	→ → → ↗	M	30	Knockdown
Twin Pistons	While rising ↗ ↘	M, M	10, 15	Launcher
Uppercut	While rising ↗	■	15	Launcher
Tsunami Kick	While rising ↗ ↘	M, M	13, 18	
Decapitating Sword	During sidestep ↗	■	22	Knockdown
Hellfire Incinerator	(While enemy is down) ↘ ↗	L	15	

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, M, H, H, L, L, H, M, M	15, 6, 10, 10, 7, 5, 7, 10, 15, 30	Knockdown
10 Hit Combo 2	↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, M, H, H, L, H, M	15, 6, 10, 10, 7, 5, 31	Knockdown
10 Hit Combo 3	← ↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, H, M, L, M, M, L, H, H, M	12, 10, 10, 8, 6, 6, 5, 5, 31	Knockdown
10 Hit Combo 4	← ↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↘	H, H, M, L, M, M, L, H, H, L, H	12, 10, 10, 8, 6, 6, 5, 5, 21	Launcher
10 Hit Combo 5	→ → ☆ ↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, H, H, H, M, M, L, H, M, M	7, 8, 6, 7, 6, 11, 5, 5, 8, 30	Knockdown
10 Hit Combo 6	→ → ☆ ↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, H, H, H, M, M, L, L, M, H	7, 8, 6, 7, 6, 11, 5, 5, 25, 30	Knockdown
10 Hit Combo 7	→ → ☆ ↗ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ ↘	H, H, M, M, L, M, L, M, H	7, 8, 7, 10, 5, 7, 5, 25, 30	Knockdown

Throws

Names	Command	Properties	Damage	Escape
Double High Sweep	Approach enemy ↗ (or → ↗)	H	35	↗
Over the Shoulder Reverse	Approach enemy ↗ (or → ↗)	H	35	↗
Shoulder Flip	Approach from Left side ↗ (or ↗)	H	43	↗
Over the Limit	Approach from right side ↗ (or ↗)	H	40	↗
Chicken Butcher	Approach from behind ↗ (or ↗)	H	50	
Stonehead	Approach enemy → ↗ ↘	H	33	↗
Complicated Wire	Approach enemy ↘ ↗ ↘ ↗	H	40	↗
Wrist Chuck Slam	Approach enemy ↘ ↗	H	40	↗
Ultimate Tackle	↓ ↗	M	5	
Attack Reversal	Time with enemy attack ← ↗ (or ← ↗)		varies	

Top Ten List

1



→ ☆ ↓ ↻ ⊕

The Rising Uppercut is one of Devil Jin's best moves. It launches the opponent in the air for one of many damaging juggles. It is very fast, powerful, and has a completely safe recovery time when blocked.

6



SS ⊕

The Decapitating Sword is another great new move that can be used against jab-happy opponents. It hits the opponent to the side for a high move and knocks them to the ground. A Spinning Demon (→ ☆ ↓ ↻ ⊕) or Demon's Tail or Demon's Hoof (→ ☆ ↓ ↻ ⊕) mix-up are good after this move connects.

2



WR ⊕

The Uppercut is one of his best moves coming out of a crouching position. This move is best used when punishing an unsafe low move or ducking a high move. It inflicts decent damage, and also launches the opponent for a combo.

7

Hell Spiral



→ ← ⊕ ⊕ ⊕ ⊕

The Hell Spiral is Devil Jin's new move, an extremely flashy juggle ender with good mix-up properties. The last hit in the Hell Spiral can be varied, and the last hit of the Demon Cyclone (on counter hit) both give good juggle opportunities.

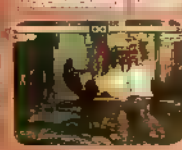
3



→ ☆ ↓ ↻ ⊕

The Spinning Demon is Devil Jin's best low move. It is incredibly fast and leaves the opponent open to a small juggle or a set-up. This move is best when randomly executed after repeated crouch dashes. It also hits grounded opponents.

8



↻ ⊕ ⊕

The Tsunami Kick is a wave of deadly kicks. The damage is decent, but only the first hit should be used when throwing out a random attack. These kicks are also good as a juggle ender.

4



→ ☆ ↓ ↻ ⊕

Devil Jin's Demon's Tail is part of a new arsenal that has been added. The first version hits high and the second hits low, and both are good for hitting grounded opponents. They both can be used as a good mix-up or a set-up.

9



← → ⊕ ⊕ ⊕

Laser Scraper/Laser Cannon combos are famous for their damage in juggles. All the hits are mid, so use it to punish opponents who crouch frequently. These moves are also good pressure against mix-ups with the wall.

5



⊕ ⊕ ⊕

The Flash Punch Combo is a quick and powerful string that can be used to punish an enemy's move. It can also interrupt a wide variety of mid or high moves. The last hit can be delayed to trick an opponent, or to use as a desperation move after finding out an opponent has gotten hit.

10



← ⊕

The Demon Steel Pedal is one of the best moves in Tekken history. It provides very good pressure against the wall, it's completely safe, it juggles on counter hit, and it does decent damage. This move is also a very good and easy "keep-out" move against aggressive players.

Combos

Combo 1



← ↘ ↘ ↘



← ↘ ↘ ↘ ↘ ↘

Combo 2



WR ↘



← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘ ↘

Combo 3



← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘ ↘

Combo 4



WR ↘

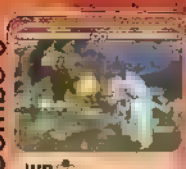


← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘ ↘

Combo 5



WR ↘



← ↘ ↘



← ↘ ↘ ↘

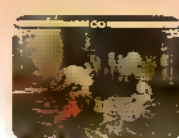
Parry Follow-Ups

Low Punch Parry



← ↘ ↘ ↘, ← ↘ ↘ ↘

Low Kick Parry



← ↘ ↘ ↘, ← ↘ ↘ ↘

Combo 6



← ↘



↘



← ↘ ↘ ↘ ↘

Combo 7



← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘

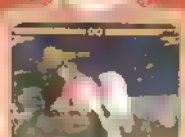


← ↘ ↘ ↘ ↘

Combo 8



← ↘ ↘ ↘ ↘



↘



← ↘ ↘ ↘ ↘ ↘

Combo 9



← ↘ ↘ ↘ ↘



Wall ↘

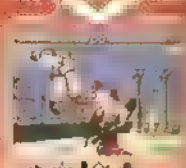


↘ ↘

Combo 10



← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘



← ↘ ↘ ↘ ↘



Wall ↘ ↘ ↘ ↘

Hits

Jin's main strategy revolves around his power moves: Rising Uppercut (↵ ↘ ↘ ↘ ↘ ↘) and Uppercut (WR ↘). Probably his most important moves. With these, he can do powerful juggles and knock an opponent to the Spinning Demon (↵ ↘ ↘ ↘ ↘ ↘) and throws are good tools to use when you an opponent is standing against all your other attacks. Wave-dashing is always a good tool against opponents, and canceling (especially into a While Standing or throw) is always a good tactic. If you find that an opponent is constantly using Demon's Paw (↵ ↘ ↘ ↘ ↘ ↘) and Bloody Knife (↵ ↘) into Rising Uppercut (↵ ↘ ↘ ↘ ↘ ↘) to punish them.



Bad Match-Ups

Devil Jin vs. Nina

Nina is a horrible match-up against Devil Jin. She can poke her way through a lot of his strings and reverse her way through almost all of his moves. She can avoid a lot of attacks by maneuvering away from the opponent. Her kicks and punches have incredible reach, which leaves Devil Jin at a disadvantage. The best thing to do is play "keep out" and use a lot of Demon Steel Pedals (↵ ↘), Spinning Demon (↵ ↘ ↘ ↘ ↘ ↘), and the first two hits of the Laser Cannon (↵ ↘ ↘ ↘ ↘) for tracking. Jabs are relatively useless, because an experienced Nina player will always win a jab war.

Devil Jin vs. Ling Xiaoyu

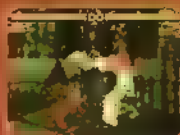
Ling is a very bad match-up against Devil Jin. Her Phoenix (↵ ↘) can avoid most of his moves, and she is very evasive. She is small, so trying to lay a solid offense on her can be very challenging. It is not safe to use too many high attacks. Much of Devil Jin's advantage against Ling is with long-range low or mid moves, such as his Demon's Tail or Demon's Hoof. Jin's Laser Cannon and Laser Scraper moves are relatively safe to use randomly. If Ling gets caught back-turned with a Laser Series, use the Scraper version to launch her, and proceed to juggle her with another Laser Cannon (↵ ↘ ↘ ↘ ↘).

Devil Jin vs. Steve Fox

Steve is a horrible match against Devil Jin. This is mainly due to the fact that Steve has a lot of evasive maneuvers that put him out of reach. Many of Steve's moves come out quickly and can do major damage on a counter hit, and many of his moves also recover safely. An experienced Steve player will always win a jab war. The best thing to use are kick moves, because Steve can reverse almost all of Devil Jin's mid or high punch moves. Use a lot of quick low attacks (↵ ↘), and a lot of quick mid attacks like the first hit of the Tsunami Kick (↵ ↘ ↘), and that will keep Steve out. Once a Steve player begins to back off, you can come in with Laser Cannon (↵ ↘ ↘ ↘ ↘), Rising Uppercuts (↵ ↘ ↘ ↘ ↘), Twin Lancer (↵ ↘ ↘), and other relatively safe moves.

Strategy

Jin's game is better when it's away from a wall. He has a lot of good, useful moves, but there isn't much that is good against a wall. However, one of his best moves against the wall is his Demon Steel Pedal (↵ ↘), though it does not hit a grounded opponent, if they even roll to the get up, or roll back, they will get hit. A good strategy against the wall is to stun the opponent (perhaps with a Demon's Paw (↵ ↘ ↘ ↘ ↘ ↘) Uppercut (WR ↘), and then hit them to the ground (perhaps with a God Fist, [↵ ↘], Demon Steel Pedal (↵ ↘), or Tsunami Kick (↵ ↘ ↘)). Then, proceed to use the Demon Steel Pedal (↵ ↘) to hit the opponent if they move or attack at all. Even if they stay pretty still, the move recovers quickly enough that you can block a retaliation.



Good Match-Ups

Jin vs. Lei Wulong

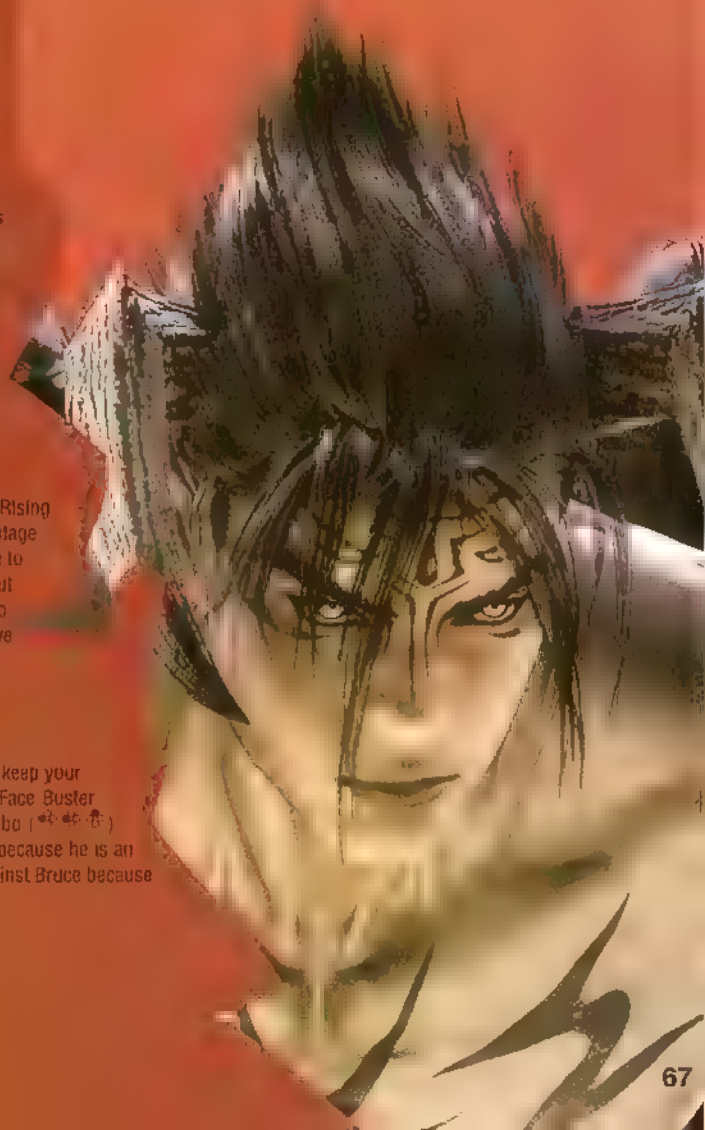
is a good match-up with Devil Jin. A lot of Lei's low attacks can be blocked and punished with his Uppercut (WR ↘). Lei's Razor Rush (↵ ↘ ↘ ↘ ↘ ↘) can also easily be sidestepped. Depending on where you land, Devil Jin can use the Laser Cannon (↵ ↘ ↘ ↘ ↘) or Rising Uppercut (↵ ↘ ↘ ↘ ↘) to launch Lei into a powerful juggle. Jin can use Demon's Tail/Hoof while Lei is on the ground in "play dead" stance. When blocking Lei's Clean Sweep (↵ ↘) or the Ankle Kick to Ankle Drop, a Demon Scissor and Demon's Tail/Hoof are guaranteed. Whenever Lei goes into a stance, a Demon Steel Pedal (↵ ↘) should counter hit or knock him out of it. You can even jump Lei for most of his stances, land a low turn-out jab, and punish him with an Uppercut (WR ↘).

Jin vs. Paul Phoenix

is also a good match-up against Devil Jin. On a blocked Phoenix Smasher, Devil Jin can dash into a Rising Uppercut (↵ ↘ ↘ ↘ ↘) and nail a tree juggle. A lot of Paul's low moves will leave him at a disadvantage if blocked, and can be punished with Devil Jin's Uppercut (WR ↘). Watch out for Paul players who like to reversals. Constant Laser Cannon (↵ ↘ ↘ ↘ ↘) and Spinning Demons (↵ ↘ ↘ ↘ ↘) also put pressure on Paul players. You can punish a lot of Paul's moves with a Rising Uppercut (↵ ↘ ↘ ↘ ↘), so keep an eye out. The first hit of Devil Jin's Tsunami Kick (↵ ↘ ↘) is a great "keep out" move that will leave Paul players frustrated when randomly thrown out.

Jin vs. Bruce Irvin

can be a good match-up if played carefully. His Bruce Rush (↵ ↘ ↘ ↘ ↘) can be deadly, but if you keep your distance and sidestep clockwise, a quick Rising Uppercut (↵ ↘ ↘ ↘ ↘) should launch him. Bruce's Face Buster (↵ ↘ ↘), one of his more popular launchers, is not a safe move, and Devil Jin's Flash Punch Combo (↵ ↘ ↘) will be able to punish it. The Demon Steel Pedal (↵ ↘) is also a good move to use against Bruce, because he is an aggressive character. The first two hits of Devil Jin's Laser Cannon (↵ ↘ ↘ ↘ ↘) are good to use against Bruce because they're good with tracking.



Master of Chinese Kenpo, Feng Wei continues training on his path to become the strongest fighter alive.

As a young boy, Feng Wei began training under a Kenpo master who was so skilled he was known as Shinken, or one who possesses "divine fists." As he matured, Feng Wei became the strongest fighter at his dojo.

In his quest to be the strongest, however, he broke the dojo's rules forbidding contests with martial artists of other styles. When his master tried to interfere, Feng Wei killed him. During this confrontation, Feng Wei learned that in order to truly master the art, he must learn the secrets hidden in the Shinken scrolls that were stolen by the Mishima clan.

Feng Wei entered the King of Iron Fist Tournament, intent on recovering the secret scrolls.

Feng Wei

Fighting Style / Chinese Kenpo

Country of Origin / China



Player 1 Costume



Player 2 Costume

Items

Head



Head - Alternate Hairstyle
200,000 G
Both Outfits - No



Head - Monk
300,000 G
Both Outfits - No



Head - Kung Fu Ponytail
80,000 G
Both Outfits - Yes



Head - Gangster Hat
200,000 G
Both Outfits - No



Head - Long Hair
300,000 G
Both Outfits - No

Face



Face - Earrings
60,000 G
Both Outfits - No



Face - Songoku Circlet
150,000 G
Both Outfits - No



Face - Beijing Opera Mask
80,000 G
Both Outfits - Yes



Face - Round Glasses
60,000 G
Both Outfits - No



Face - Sunglasses
150,000 G
Both Outfits - No

Upper Body



Upper Body - Chinese Armor
500,000 G
Both Outfits - No



Upper Body - Tattoo
30,000 G
Both Outfits - No



Upper Body - Broad Sword
40,000 G
Both Outfits - Yes



Upper Body - Claws
500,000 G
Both Outfits - No

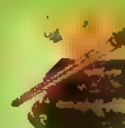


Upper Body - Gong
30,000 G
Both Outfits - No

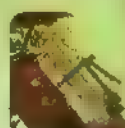
Lower Body



Lower Body - Mercury Boots
60,000 G
Both Outfits - No



Lower Body - Trunks
120,000 G
Both Outfits - No



Lower Body - Scrolls
30,000 G
Both Outfits - Yes



Lower Body - Deer Antler Knives
120,000 G
Both Outfits - No



Lower Body - Buckle
60,000 G
Both Outfits - No



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Brown
8,000 G



Color - Purple
8,000 G



Color - Light Blue
8,000 G



Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Brown
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Move List

Move	Command	Property	Damage	Notes
Jade Spear Fist	↺↻	H, M	5, 21	Crumple on Counter Hit
Firestorm	↺↻↻	H, H, H	5, 10, 12	
Firestorm	↺↻↻↺	H, H, H	5, 10, 12	
Jade Roundhouse Combo	↺↻	H, H, H	5, 15	
Hammering Windmill	[↺↻]	■	21	Knockdown
Throat Gouge	[↺↻]	M, H	12, 12	Staggers
Leaping Whirlwind Combo	[↺↻]↻	M, L	32, 21	Knockdown
Iron Shield	↺	M	28	Knockdown
Bear's Tusk	→↺↻↻	M, M, M	12, 13, 25	Knockdown
Jade Spear III Hustle Elbow	→↺↻	H, M	21, 22	Knockdown
Tornado Stomp	→↺↻	H, M	18, 24	Knockdown
Tornado Reverse	→↺↻	H	18	Shifts to back turn
Tornado Sweep	→↺↻	H, L	18, 15	Knockdown
Stunning Palm	↘↺	M	12	
God Fist	↘↺↻	M, M	15, 21	Knockdown
Left Kick	↘↺	■	21	Launcher
Front Kick	↘↺	M	15	
Heavy Hammer	↓↺	L	18	Knockdown on Counter Hit
Soar of Lu Bu	↗↺↻	M, M	15, 21	Knockdown
Hellwinds	↗↺↻↻	L, L, M	10, 10, 14	Knockdown
Hellwinds	↗↺↻↻↺	L	10	
Piercing Arrow	↗↺	L	10	Knockdown on Counter Hit
Sweep Kick	↗↺	L	21	Knockdown
Iron Palm	↖↺	H	12	Knockdown on Counter Hit
Hungry Tiger	↖↺↻↻↻↻	M, L, M, M	15, 8, 12, 14	Knockdown
Spin Kick Spear Fist	↖↺↻	H, M	12, 21	Crumple on Counter Hit
Fish Hook	↖↺	■	15	
Eagle Claw	↗↺	M	12	
Leaping Hammer Fist	↗↺	■	■	Knockdown
Side Swipe	↗↺	H	■	Crumple Stun
Soaring Eagle	↗↺	M	13	Launcher
Reverse Backlist	→↺	H	35	Knockdown
Shifting Clouds	→↺	■	■	
Palm Thrust	→↺↻	■	20	
Spinning Backlist	→↺↻	H	18	Crumple Stun

Move	Command	Property	Damage	Notes
Scorpion Sting	→ ⊕ ⊕	H	15	
Slingshot	→ ⊕ ⊕	H	15	Launcher
Dragon Slayer	↖ ⊕ ⊕	M, L	15, 18	
Iron Fortress	← ⊕	M	30	Knockdown
Deceptive Step	← ⊕			
Palm Thrust	← ⊕ ⊕	M	20	
Spinning Backfist	← ⊕ ⊕	H	18	Crumple Stun
Scorpion Sting	← ⊕ ⊕	H	15	Knockdown on Counter Hit
Slingshot	← ⊕ ⊕	H	15	Launcher
Death Palm	↖ ⊕	I	60	Knockdown
Exploding Dagger	→ ⊕ ⊕	M	25	Knockdown
Tremor Stomp	→ ⊕ ⊕	M		Knockdown on Counter Hit
Spreading Wings	→ ⊕ ⊕ ⊕	M, M	18, 21	Launcher
Push Hands	→ ⊕ ⊕	M	25	Knockdown
Falcon's Beak	← → ⊕	M	25	Knockdown
Lingering Shadow	↓ ↘ ⊕			
Landslide	↓ ↘ ⊕ ⊕	L	21	Knockdown on Counter Hit
Demolishing Fist	↓ ↘ ⊕ ⊕	M	30	Knockdown on Counter Hit
Assassin's Bow	↓ ↘ ⊕ ⊕	M, H, H, H	10, 21, 7, 5	Knockdown on Counter Hit
Severing Sword	→ → → ⊕	M	30	Knockdown
Dancing Dragon	While rising ⊕ ⊕ ⊕	M, M, ■	10, 10, 11	
Adamantine Uppercut	While rising ⊕	M	21	Launcher
Bow Kick	While rising ⊕	M	16	Launcher
Rising Heel Kick	While rising ⊕	M	13	
Silent Arrow	While crouching ↘ ⊕	L	20	Knockdown on Counter Hit
Hidden Intentions	During sidestep ⊕	H	18	
Sweep Kick	During sidestep ⊕	L		Knockdown
Enlightened Circle	During sidestep ⊕	M	24	Knockdown
Tremor Stomp	Back towards enemy ⊕	M	23	Knockdown on Counter Hit
Reverse Sweep Kick	Back towards enemy ↓ ⊕	L	22	Knockdown
Hustle Elbow	Back towards enemy ⊕	M	22	Knockdown
Thunder Stomp	(While enemy ■ down) ↓ ⊕	L	22	

10 Hit Combos

Move	Command	Property	Damage	Notes
10 Hit Combo 1	→ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, M, M, M, L, M, L, L, M, M	6, 21, 5, 5, 8, 8, 7, 21, 7, 10	Knockdown
10 Hit Combo 2	→ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, M, M, M, L, M, L, H, M, M	6, 21, 5, 5, 8, 8, 7, 10, 18,	Knockdown

Throws

Move	Command	Property	Damage	Escape
Neck Twister	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Serpent Slayer	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Jaws of Death	Approach from left side ⊕ (or ⊕)	■	40	⊕
Wandering Soul	Approach from right side ⊕ (or ⊕)	H	40	⊕
Violent Storm	Approach from behind ⊕ (or ⊕)	■	50	
Avalanche	Approach enemy ↘ ⊕	H	40	⊕
Attack Reversal	Time with enemy punch ← ⊕ (or ← ⊕)		25	
Shifting Clouds	Time with enemy attack → ⊕			

Top Ten List

1



Feng's Stunning Palm (↖ ↘) is what starts his flow on offense. It's a super-fast mid that grants you frame advantage, and it's a great setup for hunting for a counter hit Iron Palm (↖ ↘). If your opponent does pretty much any move after blocking Stunning Palm, Iron Palm is going to put the hurt on them. Also, if it hits the opponent ducking, it causes them to stagger for a free ↘ ↖ ↘ combo, unless they are fast enough to quick roll out of it.

6



This is one of Feng's fast punishers for when you block opponents who don't have good recovery. Pressing back at the end of Firestorm (↖ ↘ ↘) leaves you with your back facing the opponent, which can lead to more offensive options for Feng, but also leaves Feng vulnerable, so be careful. Firestorm ↖ ↘ ↘ is good to end juggles near a wall.

2



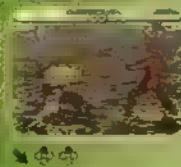
Here is what many consider to be Feng's best combo starter, a moderately fast low move that leads to great damage. This has a somewhat low-risk/high-reward factor. It's great against opponents who like to abuse high moves. If they do, 50% of their life bar will go bye-bye.

7



When your opponent does a move that misses, this move is your best option in a lot of situations. It's also great for retaliating after blocking certain moves. Be careful with this move, because it has a long recovery time. If it gets blocked, you are in for some serious retaliation.

3



This is a very safe move that hits mid twice for great damage. It's good for poking an opponent from a distance, and it sets up a counter hit Iron Palm (↖ ↘) well. It's also good to use near walls from time to time, to catch people ducking and get those wall combos going on them.

8



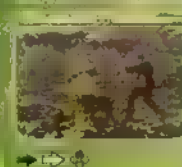
A great safe mid move, this is also the perfect move to mix up with side step ↖. It's a move you can throw out without too much worry of retaliation.

4



This is one of the moves you should be using with Feng on a regular basis and trying to find setups for. On counter hit, it smacks the opponent a few character distances away, and a dash forward and Iron Fortress (↖ ↘) is guaranteed. Your opponent can hold Forward to instantly pop up and avoid the dashing Iron Fortress, but then they are vulnerable again.

9



Another great mid move from Feng, this hits after a counter hit Iron Palm (↖ ↘). It hits when the opponent backdashes. It hits when they roll on the ground away from you. You get the idea.

5



This is a pretty fast, low move that does a decent amount of damage for how quick it is. It's punishable on block, so don't abuse it, but you definitely want to use it. It's a good follow-up to throws. When your opponent gets used to seeing this after a throw, you can mix in some mid moves after a throw.

10



Here is one of the best follow-ups to a Sweep Kick (SS ↘). It's also a great way to end a wall combo and keep you at the advantage. After a Sweep Kick (SS ↘), Tornado Stomp combo, a Piercing Arrow (↖ ↘) is guaranteed. A lot of opponents like to roll back after the Tornado Stomp, in which case you can do ↘ ↖ ↘. Altogether, a Tornado Stomp after Sweep Kick (SS ↘) takes close to 40% off their life bar. Ouch!

Combos

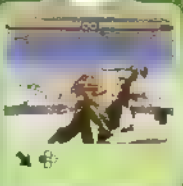
Combo 1



↓ ↘ → ⊕



⊕



↘ ⊕

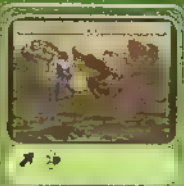


⊕

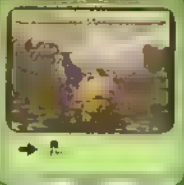


← ⊕

Combo 2



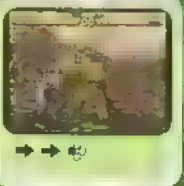
↘ ⊕



→ ⊕



⊕



→ → ⊕

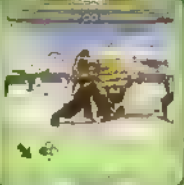


→ ⊕ ⊕ ⊕

Combo 3



CH ⊕



↘ ⊕



→ ⊕ ⊕



↘ ⊕ ⊕



WC ⊕

Combo 4



WR ⊕ CH ⊕



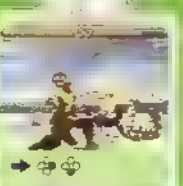
↓ ↘ → ⊕



↘ ⊕



↘ ⊕



→ → ⊕



↘ ⊕

Combo 5



SS ⊕



↘ ⊕



⊕



→ → ⊕



↘ ⊕ ⊕



Wall ⊕

Combo 6



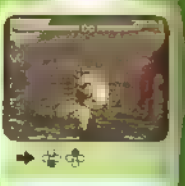
↓ ↘ → ⊕



↘ ⊕

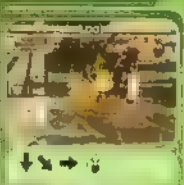


⊕



→ ⊕ ⊕

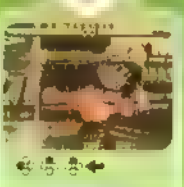
Combo 8



↓ ↘ → ⊕



⊕



⊕ ⊕ ⊕



Wall

Combo 9



SS ⊕



↘ ⊕



→ ⊕ ⊕



← ⊕

Combo 10



SS ⊕



↘ ⊕



← ⊕



← ⊕

Combo 7



SS ⊕



↓ ↘ → ⊕

Bad Match-Ups

Feng Wei vs. Nina Williams

This could possibly be his worst match-up. Nina has all the tools to shut Feng down. She can do the Uppercut to Jab (↖↗↘) as many times as she wants without much worry of retaliation. She also can punish any mistake by Feng pretty harshly. You want to keep Nina from getting too close, because that's where she can really lock you down. You have to be very patient to win this match.

Feng Wei vs. Paul Phoenix

Paul has a lot of similar moves to Feng's, but his are slightly more useful. Play very carefully against Paul. He has longer reaching moves than Feng does, so Feng can have a very hard time getting close to him. When you do get close enough to cause some damage, choose your moves wisely, because Paul can severely punish Feng's mistakes. Paul's wall game is much more damaging than Feng's, so you'll want to stay as close to the middle of the level as possible.

Feng Wei vs. Steve Fox

Steve is not a character you want to see your opponent pick, no matter who you're using, but he gives Feng a few more problems than most. Feng has to pick and choose his shots in this match. You need to anticipate what Steve will do if you want to hurt him. If you think a Left Right Left (↖↗↘) is coming, Sweep Kick (SS ↖↗) will do the trick. Careful, though, because Steve gets a Wild Man (WR ↖↗↘) if he blocks it, for a lot of damage and good positioning afterwards. Do your best to keep your back away from walls vs. Steve. He can cause damage at the wall like no other.

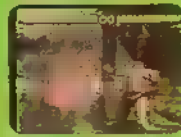
Feng Wei's strength lies in his versatility. He can be played in a variety of styles. He has the tools to play defensively and punish, and he has the safe moves he needs to rush someone down. He is a very good overall character for beginners and advanced players alike. When using Feng, you should always look for ways to use a Sweep Kick (SS ↖↗), because this move leads to massive damage. Feng is so very strong when he gets his opponent on the ground. If they lay still, his Thunder Stomp (↓↘↗) does great damage, and if they move, he has a variety of options to knock them right back down. His throws are also strong, especially his Serpent Throw (↖↗↘). It leaves Feng in a great position to keep the pressure on. Feng also has a good set of moves that are safe to throw out, and more often than not they'll keep your opponent from moving for fear of getting hit. Jab Roundhouse Combo (↖↗↘) has good reach and is safe on block. Fish Hook (↖↗↘) is a great mid kick that catches people when they try to sidestep. Feng also has a punch reversal that cannot be chickened. Keep that in mind when playing vs. characters that use a lot of punch moves.



Feng Wei is a strong character overall. But like every other character, he does have some weaknesses. One of them is the lack of a safe long-range move to keep opponents away. Feng generally needs to be close to deal out big damage. If you want to be successful with Feng, you'll need to know when to use his unsafe moves wisely. A lot of Feng players seem to like using his Iron Fortress (↖↗↘) a lot. But when it gets blocked, expect to lose half of your life. So try your best to not be too predictable. Some characters have safe moves you can use a lot that deal good damage with little risk. Feng doesn't, so keep that in mind.



Feng isn't quite as powerful using the walls as most characters are. He can still do some decent damage, though, depending on the situation. During a juggle, if you can get the opponent to the wall with a Firestorm (↖↗↘), and then they hit the wall, you can get a back turned (↖↗↘) to hit for good damage. On top of that, if you make them hit the wall and then do Firestorm (↖↗↘), they'll quick roll, the back turned (↖↗↘) will hit them in the side for a guaranteed Iron Fortress (↖↗↘). Now that is some serious damage. If they choose to lay there and take the back turned (↖↗↘), that is a lot of damage as well. Also, his Boar's Tusk (↖↗↘) does some good damage during wall combos.



Good Match-Ups

Feng Wei vs. Hwoarang

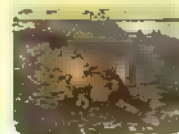
Most good Hwoarang players rely heavily on poking strings that have a lot of high frames in them. This is perfect for Feng to Sweep Kick (SS ↖↗) and take half their health. Hwoarang is best when constantly moving. Feng is best when retaliating. That makes this fight a good one for Feng. Hwoarang will have to work much harder than Feng to win this match-up.

Feng has a easy time with an overly aggressive Ling player. Most of Ling's moves that leave her back turned are easily punished by Feng's Iron Fortress (↖↗↘). Ling also has a lot of combo starting moves that will hit Ling out of her Phoenix. If Feng can make the Ling player to play defensively, he has already won the match, because Ling's strength is her hard-to-predict offense.

Kuma just doesn't have the tools to stop Feng Wei from charging and doing pretty much what he wants. Kuma's stances are easily punished by Feng, while Feng can do many of his best moves without much worry. Feng's wall game is also much more potent than Kuma's, so use that to your advantage. If you keep the pressure on, this match belongs to Feng.

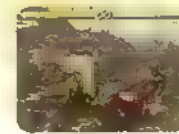
Parry Follow-Ups

Low Punch Parry



↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘

Low Kick Parry



↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘ ↖↗↘



Ganryu was the youngest Sumo ever to attain the rank of Ozeki.

He established a Sumo dojo in Hawaii as part of his plan for a luxurious retirement. Even though he was rejected by Michelle Chang, he was happy at how things had turned out.

One day, Ganryu was watching a video of the King of Iron Fist Tournament 5 and spotted Julia. He fell head over heels in love with her. He also learned that Julia had entered the tournament to recover the reforestation data from the Mishima Zaibatsu.

Shortly after that, an invitation for the King of Iron Fist Tournament 5 arrived. Ganryu thought winning the tournament would be a perfect opportunity to recover the reforestation program. Surely Julia would fall madly in love with him if he recovered the data.

Ganryu



Player 1 Costume



Player 2 Costume



Alternative Costume

Items

Head



Head - Disheveled Hair
200,000 G
Both Outfits - No



Head - Topknot
300,000 G
Both Outfits - No



Head - Ponytail
50,000 G
Both Outfits - Yes



Head - Samurai Hat
200,000 G
Both Outfits - No



Head - Grandma Hairstyle
300,000 G
Both Outfits - No

Face



Face - Bushy Sideburns
150,000 ■
Both Outfits - No



Face - Head Plate
60,000 G
Both Outfits - No



Face - Nerd Glasses
40,000 G
Both Outfits - Yes



Face - Thief's Scarf
500,000 ■
Both Outfits - No



Face - Sunglasses
60,000 G
Both Outfits - No

Upper Body



Upper Body - Poulitice
30,000 G
Both Outfits - No



Upper Body - Japanese Purse
60,000 G
Both Outfits - No



Upper Body - Katana
80,000 G
Both Outfits - Yes



Upper Body - Red Sea Bream
150,000 G
Both Outfits - No



Upper Body - Fireman's Lance
60,000 G
Both Outfits - No

Lower Body



Lower Body - Shrine Ornament
120,000 G
Both Outfits - No



Lower Body - Sumo Loincloth
500,000 ■
Both Outfits - No



Lower Body - Straw Sandals
30,000 ■
Both Outfits - Yes



Lower Body - Shogun's Fan
120,000 G
Both Outfits - No



Lower Body - Japanese Lantern
30,000 G
Both Outfits - No



Player 1 Colors	Player 2 Colors
Color - Black/White 18,000 G	Color - Black/White 18,000 G
Color - Red 8,000 G	Color - Red 8,000 G
Color - Blue 8,000 G	Color - Blue 8,000 G
Color - Yellow 8,000 G	Color - Yellow 8,000 G
Color - Green 8,000 G	Color - Green 8,000 G
Color - Light Blue 8,000 G	Color - Purple 8,000 G
Color - Purple 8,000 G	Color - Orange 8,000 G
Color - Lime Green 8,000 G	Color - Light Blue 8,000 G

Move List

Open Palm Combo	→ → → → → → →	H, H, H, H, H, H, H, H	8, 10, 8, 5, 5, 5, 5, 5	
Splits Stomp	→ →	H, M	20, 18	Knockdown
Left High Kick to Splits Stom	→ → →	H, H, M	25, 23, 18	Knockdown
Somo Stampede	→ → → → ...	H, H, H, H	25, 23...	Knockdown
Double Hammer	→ →	M, M	21, 22	Launcher
Double Hammer Sumo Charge	→ ← →	M, U	21, 45	Knockdown
Double Hammer Sumo Smack	→ ← → →	M, H	21, 15	Crumple Stun
Sit	→			
Sit Thrust	→ →	M	27	Knockdown
Sit Sweep	→ →	L	12	Knockdown only if clean
Spins	→ ↓			
Shiranui	During Splits →			
Sanyu	During Splits ↓ (or ↑)			
Docking Palm	→ →	M	16	Knockdown on Counter Hit
Wave Damashi	→ [→ →]	H	18	
Stomp Kick	→ →	H	25	Knockdown
Somo Rush	→ →	M	28	Knockdown
Freight Train Combo	→ → → →	M, M, H	10, 12, 8	
Thrusting Uppercut	→ →	M	15	Launcher
Thunder Clap	→ → → → → → → →	M, H, H, H, H, H, H...	15, 8, 10, 8, 5, 5, 5	Launcher
Rock & Pull	→ →	L	17	
Freight Train	→ → →	M, H	17, 8	
Sanyu Combo	→ → →	M, M, M	8, 8, 21	Knockdown
Thunder Palm	→ →	L	12	Knockdown
Rock Cleaving Palm	↓ →	M	■	Knockdown
Kobuki Palm	↓ → → → ...	L, L, L...	15, 15, 10...	
Stomp	↓ →	M	40	Knockdown
Pedal Press	↓ →	M	22	
Somo Sweep	→ →	L	12	Knockdown
Somo Tackle	→ →	U	90	Knockdown
Tackle Fake Upper	→ → →	H	12	Crumple Stun
Somo Charge to Splits	→ → ↓			
Somo Hammer	← → → →	H, H, M	18, 15, 18	Knockdown
Sit Upper	← →	M	27	Launcher
Headbutt	← →	H	15	Knockdown on Counter Hit

Jamming Palm	↗ ⊕	M	15	Launcher
Flying Press	↗ ⊕	M	28	Staggers
Sumo Squash	↗ ⊕	M	26	Knockdown on Counter Hit
Double Step in Palm	→ → ⊕	M	17	Crumple Stun
Sekitori Kick	→ → ⊕	M	40	Knockdown
Sumo Pop	↖ ↘ ↓ ⊕	M	30	Launcher
Strong Open Palm	↖ ↘ ↓ ⊕	M	40	Knockdown
Thrusting Uppercut	While rising ⊕	M	15	Launcher
Rising Double Hammer	While rising ⊕ ⊕	M, M	21, 17	Launcher, second hit stuns
Hammer Rush High	While crouching ⊕ ⊕ ⊕ ⊕	L, L, M, M, H	10, 8, 12, 12, 12	
Hammer Rush Mid	While crouching ⊕ ⊕ ⊕ ⊕	L, L, M, M, M	10, 8, 12, 12, 15	
Hammer Rush Low	While crouching ⊕ ⊕ ⊕ ⊕	L, L, M, M, L	10, 8, 12, 12, 8	
Triple Uppercut	While crouching ↘ ⊕ ⊕ ⊕	M, M, M	9, 12, 12	
Triple Uppercut Alternate	While crouching ↘ ⊕ ⊕ ⊕	M, M, M	15, 12, 12	
Rising Double Palm	While crouching ⊕	L	21	Knockdown
Falling Hammer	During sidestep ⊕	H	30	Knockdown
Falling Statue	Back towards enemy ⊕	M	27	Knockdown
Spring Hammer Punch	While down (face up) ⊕	M	12	

10 Hit Combo

10 Hit Combo	While crouching ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	L, L, M, H, L, L, H, H, M, M	10, 8, 12, 5, 5, 5, 10, 21, 5, 14	Knockdown
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Throws

Grab	→ → ⊕	M	12	
Harima Nage	During Grab ⊕		33	⊕
Soto Muso	During Grab ⊕		33	⊕
Soto Tasukizori	During Grab ⊕		28	⊕
Shumokuzori	During Grab ⊕		28	⊕
Gokuraku Utchari	During Grab ⊕		22	⊕
Tsuri Otoshi	During Grab ⊕		35	⊕
Body Slam	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Sumo Scoop	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Upper Stream Throw	Approach from Left side ⊕ (or ⊕)	H	40	⊕
Crotch Throw	Approach from right side ⊕ (or ⊕)	H	40	⊕
Reverse Choke Slam	Approach from behind ⊕ (or ⊕)	H	40	-
Okurigake	Approach from behind → ⊕ (or → ⊕)	H	40	-
Pedal Press	Approach from behind ↓ ⊕	H	22	-
Tsuri Dashi	Approach enemy → → ⊕	H	20	⊕
Choke Slam	Approach enemy → → ⊕	H	40	⊕
Twin Wall	Time with enemy punch ⊕ (or ⊕)			

Top Ten List

Sumo Sweep



Sumo Sweep is one of Ganryu's best new moves because it is a fast, low attack. He needs this badly in order to compete with other fighters. This hits from quite a distance away, and you can combo afterward for a lot of damage. This move is relatively safe when blocked, so don't be afraid to throw out the Sumo Sweep often.

Pedal Press



The Pedal Press has two basic uses. The first use is to push the opponent back, because it stuns on block and has tremendous priority. Second, after a successful Twin Wall (← + or ← +) parry, you can use Pedal Press to get an inescapable back-push on the opponent. The Pedal Press hits mid and stops almost all incoming attacks.

Thrusting Uppercut



Thrusting Uppercut is a basic launcher that is fast and has combo ability after the initial hit. A very basic combo is to do the Sumo Rush (→ +) after the Thrusting Uppercut. It is a quick and powerful two-hit combo. If you want to do more hits, you will need to do a fast dash after the uppercut to do an extended combo.

Kick & Pull



Kick & Pull is a great low hit that is extremely fast. This move is extremely hard for an opponent to see coming and will often connect. This is also a great follow-up when your combo has ended. Run up to the downed opponent and use Kick & Pull as they are getting up. Kick & Pull should be used as one of your main moves.

Thunder Palm



This is your secondary low attack that you can combo off. It's sneaky, because it comes out fast and is hard to see. Thunder Palm has extremely limited range, so you will need to be up close to land it. One of his best combos off Thunder Palm is Hammer Rush High (WC + + + +).

Ganryu Combo



Ganryu Combo is a new move that contains three hits. This is the mid-hitting move that is needed to make Ganryu a contender. When you use Ganryu Combo, only do the first part of it and wait to see if it connects. If it does, finish it by hitting Left Punch. If it doesn't, stop early and the opponent won't be able to retaliate.

Falling Hammer



This is Ganryu's one and only sidestep move. It is a high-hitting move, but if it connects, you get a lot of free damage afterward. After a Falling Hammer, the best follow-up option is the Ducking Palm (→ +), the Sumo Squash (↘ +), immediately followed by Sit Sweep (+ +).

Salt Upper



This is a great move to go under high attacks. Ganryu crouches extremely close to the ground and then does a rising punch that sends the opponent flying. Salt Upper is very easy to combo for a lot of damage. Don't worry if Salt Upper is blocked, because it leaves a heavy stun on the opponent.

Sumo Rush



Ganryu's Sumo Rush is a quick-hitting headbutt that knocks down opponents. This is one of the many moves in Tekken 5 that can't be countered: Sumo Rush also serves as an ender to many combos. It is a move that goes under high attacks quite easily, and will do massive damage. On a counter hit, it will allow for a free Sumo Squash (↘ +) after a quick dash.

Choke Slam



The Choke Slam is Ganryu's best throw from straight on. It does as much damage as most side throws, but leaves the opponent open for a free downed attack such as Kick & Pull (→ +). This should be your main throw when you are in the heat of battle and need to do some quick damage.

Combos

Combo 1



↖ ⊕



↖ ⊕



↖ ⊕ ⊕ ⊕



⊕

Combo 2



↖ ⊕ ⊕ ⊕



↖ ⊕ ⊕

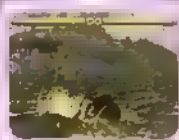


↖ ⊕

Combo 3



During Sidestep ⊕



↖ ⊕ ⊕

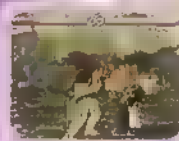
Combo 4



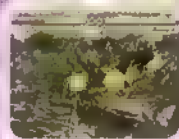
← ↖ ↘ ⊕ ⊕



↖ ⊕



⊕

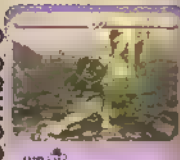


↖ ⊕



⊕

Combo 5



WR ⊕



→ ⊕ ⊕ ⊕



↖ ⊕ ⊕



← ⊕

Combo 6



↖ ⊕



↖ ⊕ ⊕

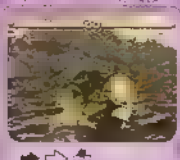


↖ ⊕ ⊕



↓ ⊕

Combo 7



→ ⊕ ⊕



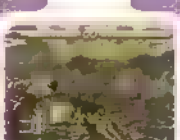
⊕



↖ ⊕



↖ ⊕ ⊕ ⊕



→ ⊕

Combo 8



WR ⊕



⊕



⊕ ⊕ ⊕ ⊕



→ ⊕

Combo 9



↖ ⊕



⊕



↖ ⊕ ⊕ ⊕ ⊕



Wall ⊕ ⊕ ⊕ ⊕

Combo 10



← ↖ ↘ ⊕ ⊕



← ↖ ↘ ⊕ ⊕



Wall ⊕ ⊕

Strengths

As a Sumo, Ganryu is a master with his hands. He can do damage in big chunks. If your opponent makes a mistake, you'll have a opportunity to capitalize on it. Ganryu also has an insane number of block stun moves that will leave the opponent at a disadvantage if they try to attack. Pressure your opponent with a barrage of high and low mix-ups and launchers. Ganryu has more of a wall mix-up game than a wall combo damage game. He's also considered a small character when grounded, so a lot of cheap hits that used to hit Ganryu on the ground don't work anymore. Ganryu's Sumo Tackle (↵↵) is one of the best unblockable tracking moves in the game. He charges at the opponent, wherever they are. This move is especially useful when the opponent can't get out of range because their back is up against a wall. Pressure the opponent with your throws, don't back down when attacking, and you will be sure to prevail.



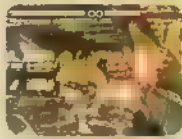
Weaknesses

Ganryu has only one weakness, but it is a huge one. He has only one sidestepping move, and characters just fly around him at will. They can easily sidestep and combo him without a lot of effort. Ganryu will have to constantly adjust his positioning to stay on-axis with his opponent. Press Forward as the opponent sidestepping to put him back on-axis and ready to battle. Try to use moves with tracking on them, like Pedal Press (↵↵). His one sidestep move is a great one, just because of the damage factor. Run up to the opponent and use Kick and Pull (↵↵) to thwart their plans of sidestepping attacks. Low Jab (↵↵) is also a great way to get back on-axis with the opponent, it's just a small ducking jab that tracks quite well.



Wall Strategy

Ganryu does some nice damage when the opponent hits the wall, but his main wall game is mix-ups. He has so many moves that can put an opponent down on the ground with just one hit. Combine that with throws and mid attacks, and you have a very solid wake-up game. Ganryu's Sumo Rush (↵↵) is a quick-hitting mid attack that will wall stun anytime it connects. Use a variety of attacks to make your opponent guess each and every time you throw out a move. Ganryu also does some nice wall damage with his Open Palm Combo (↵↵↵↵↵↵↵↵↵), if you launch them high enough, you can get up to eight hits!



Good Match-Ups

Ganryu vs. Asuka Kazama

Ganryu matches up with Asuka just fine. A lot of Asuka's moves are very linear, and she doesn't have a great sidestepping game. Since Ganryu is the same way, it forces both players to play straight-on. This is a huge advantage for Ganryu. He has wall damage, wall mix-ups, a good high/low game, and great low moves. Asuka doesn't have any of that. She has highly interruptible strings, but not a lot of juggle starters. She can punish whiffed moves really well, so make sure you at least touch her with your attacks. If you make contact, you will be fine and won't have any problems against her.

Ganryu vs. Wang Jinrei

Wang is another character who doesn't have a lot of sidestep options. He has a ton of safe punch moves, though, and that is where Ganryu can outplay him. By using Ganryu's Twin Wall (↵↵ or ↵↵) parry at the time a punch attack is thrown, you will guarantee yourself a lot of damage. Wang's playing style is incredibly safe, and you must take that away from him if you want to win this match-up. Use your only sidestep move, Falling Hammer (SS↵), and knock Wang down when he is about to do one of his moves. Be careful if he uses his attack reversal, because left punches that are reversed can't be escaped. Use your quick low attacks quite often, and chip your way to a victory.

Ganryu vs. Kazuya Mishima

Again, Kazuya lacks a sidestepping game. Ganryu will have an easy time with him. With the Rising Uppercut (↵↵↵↵) now being a high attack, there is no need to fear Kazuya. He has an excellent crouch dash game but is lacking in launchers. Stay in Kazuya's face, and try to blanket him with a barrage of attacks on him so he has to stay on the defensive. Sidestep when you can, and try to land Falling Hammer (SS↵) and follow it up for big damage. Watch out for the Rising Uppercut (↵↵↵↵) and Twin Pistons (WR↵↵) mix-up that Kazuya has out of the crouch dash. When he crouch dashes, try to land a Twin Wall Parry (↵↵ or ↵↵) just before he attacks. Most of the time, Kazuya will try to do a punch attack after the crouch dash.

Bad Match-Ups

Ganryu vs. Steve Fox

Steve Fox is all about punch attacks, and they are extremely fast. If you go around whiffing your Twin Wall Parry, you are going to take a lot of damage. Your mid game is better than his, so you have to stay in that zone. Use Kick & Pull (↵↵) whenever you are close and get the chance. Mix that up with Thunder Palm (↵↵) or Thrusting Uppercut (↵↵) to get the most out of your mix-up game. Steve has a tendency to keep the pressure on, so be patient and wait him out. You can anticipate and block all of Steve's good low attacks. Keep to the patience game, choose your attacks wisely, and you will have more than a fighting chance.

Ganryu vs. Paul Phoenix

Paul is one of those characters who is balanced in every area. He has a great wall game and throws that do a lot of damage, and he does huge damage midscreen. You can't afford to block low in this match-up, because one Phoenix Smasher (↵↵↵↵) will take about 20% of your life. Instead, try to escape all of Paul's throws. Use Sumo Rush (↵↵) to go under all of his high attacks. Even though Paul has good sidestep attacks, use your Falling Hammer (SS↵) to send him flying to the ground. Kick & Pull (↵↵) is also a great option when you are in Paul's face. It hits quick and pushes Paul back a little bit. Follow that up with a Sumo Rush for a quick one-two combination. Choose your attacks wisely, and you can easily make this match bearable.

Ganryu vs. Nina Williams

Nina is one of the worst match-ups for a character like Ganryu. She has everything you could want in a fighter. She can go both high and low for extremely high damage at any time. Her wall game is like nothing else, and she can stun you for days. Try to use your Twin Wall (↵↵ or ↵↵) parry against her, because a lot of her attacks are going to be punches. When Nina starts to go into her crazy attack mode, use Sumo Rush (↵↵) to sit her down with a big fat counter hit. Be careful about going low against her too much, because her low parry follow-up is quite deadly. She is going to throw out a lot of high attacks, so you need to use moves like Salt Upper (↵↵) to completely go under her jabs and start a combo. Thrusting Uppercut (↵↵) can also be your best friend in this match-up. Nina will have a lot of holes in her poking, and you will be able to interrupt her strings. It isn't easy to beat Nina Williams, but these tips will get you started in the right direction.



Parry Follow-Ups

Low Punch Parry



↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵

Low Kick Parry



↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵ ↵↵

After losing to Jin Kazama, Heihachi Mishima, head of the Mishima Zaibatsu and sponsor of The King of Iron Fist Tournament 4, was cornered by a group of JACKs in Honmaru. Heihachi and Kazuya began to fight off the JACKs together, but Kazuya fled. Heihachi was caught in the explosion when the JACKs detonated.

The tremendous explosion would have killed a normal man, but Heihachi is no ordinary man.

A month later, Heihachi learned that someone had taken control of the Mishima Zaibatsu and planned to hold The King of Iron Fist Tournament 5. Having fully recovered, Heihachi was determined to enter the tournament.

"I don't know who's behind this, but the Mishima Zaibatsu is mine!"

Heihachi Mishima



Player 1 Costume



Player 2 Costume

Items

Head



Head - Sushi Chef
200,000 G
Both Outfits - No



Head - Hard Hat
300,000 G
Both Outfits - No



Head - Top Knot
500,000 G
Both Outfits - Yes



Head - Kabuto
500,000 G
Both Outfits - No



Head - Hachigane
60,000 G
Both Outfits - No

Face



Face - Glasses
150,000 G
Both Outfits - No



Face - Sunglasses
500,000 G
Both Outfits - No



Face - Eye-patch
300,000 G
Both Outfits - Yes



Face - Monocle
120,000 G
Both Outfits - No



Face - Face-guard
200,000 G
Both Outfits - No

Upper Body



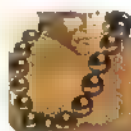
Upper Body - Giant Paper Fan
120,000 G
Both Outfits - No



Upper Body - Sake Bottle
60,000 G
Both Outfits - No



Upper Body - Gauntlets
200,000 G
Both Outfits - Yes



Upper Body - Prayer Beads
150,000 G
Both Outfits - No



Upper Body - Celestial Robe
300,000 G
Both Outfits - No

Lower Body



Lower Body - Sandals
60,000 G
Both Outfits - No



Lower Body - Canteen
30,000 G
Both Outfits - No



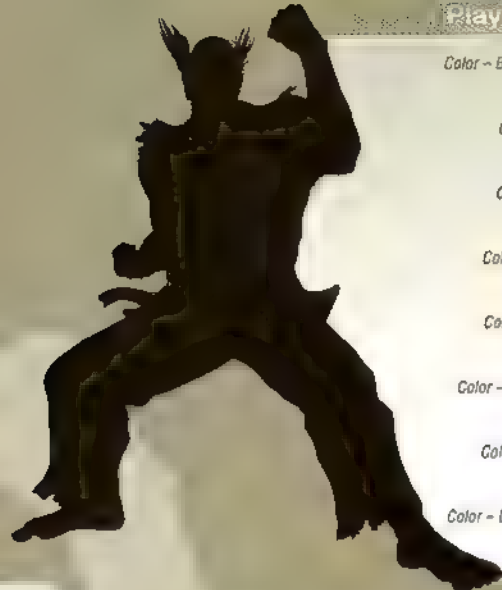
Lower Body - Samurai Sword
200,000 G
Both Outfits - Yes



Lower Body - Shogun's Fan
30,000 G
Both Outfits - No



Lower Body - Drum
60,000 G
Both Outfits - No



Player 1 Colors	Player 2 Colors
Color - Black/White 18,000 G	Color - Black/White 18,000 G
Color - Red 8,000 G	Color - Red 8,000 G
Color - Blue 8,000 G	Color - Blue 8,000 G
Color - Yellow 8,000 G	Color - Yellow 8,000 G
Color - Green 8,000 G	Color - Green 8,000 G
Color - Light Blue 8,000 G	Color - Light Blue 8,000 G
Color - Purple 8,000 G	Color - Purple 8,000 G
Color - Dark Yellow 8,000 G	Color - Dark Yellow 8,000 G

Move List

Move	Commands	Properties	Damage	Notes
Flash Punch Combo	↘ ↘ ↘	H, H, M	5, 6, 11	Knockdown
Left Right Combo	↘ ↘	H, H	5, 8	
Demon Slayer	↘ ↘ ↘	H, H, H	5, 8, 12	
Demon Executioner	↘ ↘ ↘ ↘	H, H, M	5, 8, 22	Knockdown
Fake Executioner	↘ ↘ ↘ ↘ ↑ (or ↓)	H, H	5, 8	Shifts to sidestep
Demon Kicker	↘ ↘ ↘	H, H, H	5, 8, 15	Knockdown
Demon Backhand Spin	↘ ↘	H, H	10, 12	
Quick Executioner	↘ ↘ ↘	H, M	10, 25	Knockdown
Quick Executioner Feint	↘ ↘ ↘ ↑ (or ↓)	H	10	Shifts to sidestep
Demon Scissors	[↘ ↘]	M	25	Knockdown
Demon Breath	↘	M	22	Crumple Stun
Demon Massacre	→ ↘ ↘ ↘ ↘	H, M, M	6, 21, 25	Knockdown
Demon Lair	→ ↘ ↘ ↘ ↘	H, M, M	6, 21, 30	Knockdown
Demon Shout	→ ↘ ↘	M	25	Knockdown
Demon Shout Feint	→ ↘ ↘ ↑ (or ↓)			Shifts to sidestep
Lightning Crush	→ ↘	M	24	
Right Splits Kick	→ ↘	M	27	Knockdown on Counter Hit
Exorcise Dome	→ ↘	H	15	Knockdown
Double Palm Strike	↘ ↘ ↘	M, H	8, 5	
Twin Pistons	↘ ↘ ↘	M, M	8, 17	Launcher
Demon's Wings	↘ ↘	M	33	Knockdown
Hammer Punch	↓ ↘	M	15	
Hammer Punch to Iron Hand	↓ ↘ ↘	M, M	15, 26	Knockdown
Lightning Hammer	↓ ↘	I	70	Knockdown
Bisho Mon	↘ ↘	L	14	
Axe Splitter	↘ ↘	M	22	
Demon's Roar	↘ ↘	M	25	Crumple on Counter Hit
Hooking Crescent Kick	↘ ↘ ↘	H, M	14, 21	Knockdown
Twin Hammers	↘ ↘	M	20	
Ball Axle	↘ ↘ ↘	M, M	17, 22	Knockdown
Wind Slicer	↘ ↘	M	25	Knockdown
Demon Uppercut	→ ↘ ↘	M	30	Launcher
Left Splits Kick	→ ↘ ↘	M	30	Knockdown
Duty Slayer	↘ ↘ ↘	M	36	Knockdown
Shadow Step	↘ ↘ ☆ ↘			

Move	Commands	Properties	Damage	Notes
Seiryu Mon	← → ⊕ ⊕	M, M, H	14, 12, 23	Knockdown
Iron Hand	↓ ↘ → ⊕	M	30	Knockdown
Rising Uppercut	→ ☆ ↓ ↘ ⊕	H	23	Launcher
Dragon Uppercut	→ ☆ ↓ ↘ ⊕	M	31	Knockdown
Jumping Low Kick	→ ☆ ↓ ↘ ⊕	L	21	Knockdown
Jumping Mid Kick	→ ☆ ↓ ↘ ⊕	M	35	Knockdown
Spinning Demon	→ ☆ ↓ ↘ ⊕ ⊕ ⊕	L, L, L	16, 13, 9	Knockdown
Tsunami Kick	During Spinning Demon ☆ ⊕ ⊕	L, L, L, M, M	16, 13, 13, 14, 21	Knockdown
Spinning Demon Uppercut	During Spinning Demon ☆ ⊕	L, L, L, M	16, 13, 13, 21	Knockdown
Leaping Side Kick	→ → → ⊕	M	30	Knockdown
Dark Thrust	While rising ⊕	■	20	
Tsunami Kick	While rising ⊕ ⊕	M, M	13, 18	
Crouching Dragon Kick	While crouching ↘ ⊕	L	14	Knockdown
Kidney Smasher	During sidestep ⊕	M	25	Crumple on Counter Hit
Geta Stomp	(While enemy is down) ↓ ⊕	L	24	
Auger	⊕			

Raijin Stance

Move	Commands	Properties	Damage	Notes
Raijin Stance	↓ ⊕			
Pulverizer	During Raijin Stance ⊕	M	21	Knockdown
Raijin's Wrath	During Raijin Stance ⊕ ⊕	M, M	21, 24	Knockdown
Lightning Bolt	During Raijin Stance ⊕	!	50	Crumple Stun

10 Hit Combos

Move	Command	Properties	Damage	Notes
10 Hit Combo 1	→ → ☆ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, H, H, M, M, L, H, M, M	7, 8, 6, 7, 6, 11, 5, 5, 8, 30	Knockdown
10 Hit Combo 2	↘ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, L, L, M, H, H, M, M	17, 5, 6, 8, 8, 5, 10, 5, 6, 35	Knockdown
10 Hit Combo 3	↘ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, L, L, M, H, H, M, M	17, 5, 6, 8, 8, 5, 10, 5, 6, 30	Knockdown
10 Hit Combo 4	↘ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, L, L, M, H, H, M, M	17, 5, 6, 8, 8, 5, 5, 8, 21, 17	Knockdown

Throws

Move	Commands	Properties	Damage	Escape
Neck Breaker	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Jumping Powerbomb	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Gullotine Chop	Approach from left side ⊕ (or ⊕)	H	40	⊕
Freefall	Approach from right side ⊕ (or ⊕)	H	46	⊕
Atomic Drop	Approach from behind ⊕ (or ⊕)	H	60	
Stonehead	Approach enemy → ⇨ ⊕	H	33	⊕
Headbutt Carnival	Approach enemy → ⇨ ⊕	H	33	⊕
Broken Toy	Approach enemy ↓ ↘ ⇨ ⊕	H	40	⊕
Heaven's Wrath	Time with enemy attack ⊕ ⊕ (or ← ⊕)		15	

Top Ten List

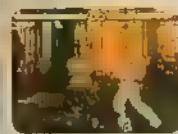
Rising Uppercut



→ ☆ ↓ ↻ ⊕

The Rising Uppercut (→ ☆ ↓ ↻ ⊕) is one of Heihachi's best moves. It launches the opponent into the air for one of many damaging juggles. In previous versions of *Tekken*, Heihachi couldn't do the Rising Uppercut after a dash, but now he can. This is a high-hitting move now, so beware of crouching opponents.

Flash Punch Combo



⊕ ⊕ ⊕

The Flash Punch Combo (⊕ ⊕ ⊕) is a quick and powerful string that can be used to punish an enemy's move. It is also a very useful move that can interrupt a wide variety of mid or high moves. The last hit pushes the opponent back, so it is a very good string to use near a wall, because damaging wall combos can follow.

Double Palm Strike



↻ ⊕ ⊕

Heihachi's Double Palm Strike is a new asset. This is a quick poke that makes the opponent stand up from crouching. It is also a guaranteed two-hit combo, and it works great in combos.

Demon Breath



⊕

Heihachi's Demon Breath is a lightning-quick power move that sends the opponent flying to the floor. It is a great retaliation move when an opponent whiffs right in front of your face. It is especially useful near a wall. They won't go flying that far, and you can immediately punish them.

Spinning Demon



→ ☆ ↓ ↻ ⊕ ⊕

This is Heihachi's low-hitting sweep move. It's not as good as Kazuya's Spinning Demon, but it holds its ground. If the first strike hits, the second one is not guaranteed, but if it hits on counter hit, they are all guaranteed. To mix up the high-low game, you can do a Spinning Demon Uppercut after doing just one Spinning Demon.

Chrome Dome



→ ⊕

Heihachi has a new headbutt attack that is not a throw. The Chrome Dome sends the opponent flying backward. When this move connects, use your Hammer Punch (↓ ⊕) to score a free hit for a devastating combo.

Iron Hand



↓ ↻ → ⊕

Heihachi brings back this move with a vengeance. Similar to Paul's Phoenix Smasher, this is a great move to punish whiffed attacks. It also works as a power move to finish off a wall combo. Either way, the damage it deals out is huge.

Broken Toy



Approach enemy
↓ ↻ → ⊕

This new move is high-damage throw that sends the opponent flying across the screen. It can also send the opponent flying into a wall for added damage. Although Broken Toy has a lot of start-up animation, it doesn't look like a throw until it is too late.

Seiryu Mon



← → ⊕ ⊕ ⊕

Heihachi's Seiryu Mon is his new chain combo. The first two hits are guaranteed, but the third hit isn't. The advantage of this is that the third hit puts the opponent in block stun for a while, allowing Heihachi to get close and pummel them. Don't even think about using this string in a combo, because the second hit knocks the opponent down.

Kidney Smasher

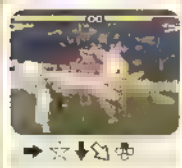


SS ⊕

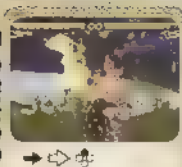
Kidney Smasher is Heihachi's only move from the sidestep position. It stuns on counter hit and allows you to hit a big combo afterward. Because this is his only sidestep move, use it often.

Combos

Combo 1



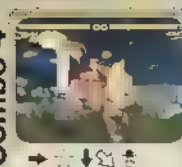
Combo 2



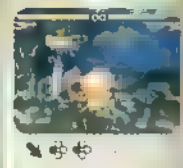
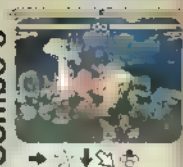
Combo 3



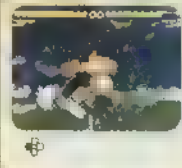
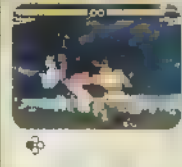
Combo 4



Combo 5



Combo 9



Combo 10



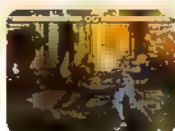
Parry Follow-Ups

Low Punch Parry



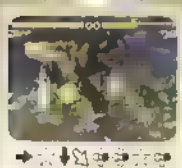
↘ ⊕ ⊕ ⊕ → ☆ ↓ ↘ ⊕ ⊕ ⊕

Low Kick Parry



↘ ⊕ ⊕ ⊕ → ☆ ↓ ↘ ⊕ ⊕ ⊕

Combo 6



Combo 7



Combo 8



Combo 10



Bad Match-Ups

Heihachi's general strategy is based around power moves, and he's most effective around walls. Many of his strings and juggles hit the opponent far away, and that is useful for getting to the wall. Heihachi relies heavily on quick power moves, and he can be both a good defensive and offensive character. Use his Rising Uppercut (→☆↓↘↙) to interrupt high and mid attacks, and to punish whiffed moves. Many of his juggles off his combo launchers will lead to almost 50% combos, and they will recover quickly enough for you to follow them with mix-ups that will leave the opponent confused. Most of Heihachi's strength lies in his ability to juggle. He is one of the characters with the most juggle opportunities in the game, and many of his moves lead to one. Also, with his new attacks, he can leave the opponent in block stun for a while, making his next hit a guessing game. Although the Hammer Punch (↓↘↙) doesn't hit grounded anymore, it will still catch players that use quick roll and put them back on the ground, awaiting Heihachi's next mix-up.



Because Heihachi has a wide variety of power moves, they are also rather slow in recovering. Free hits are guaranteed after almost all of his moves. His moves are relatively quick to start, so make sure that you are going to hit the opponent. Other than his Rising Uppercut (→☆↓↘↙) and Twin Pistons (↘↙↘↙), Heihachi seems to lack a good quick combo launcher. Another big loss is the inability to hit grounded opponents with the Hammer Punch (↓↘↙). To make a useful, he has to catch them quick rolling, or just in the middle of their move. Heihachi mainly has to rely on his quick power moves, which can leave him very open if he whiffs them or an opponent sidesteps them. Having a good defense is an essential part of using this character. When the battle gets too heavy for you, retreating might be the correct answer. Using the Shadow Step (←↘↙↘↙) might be your best way to get out of those situations.



Most of his moves knock the opponent back far, and will also give a wall stun when close to a wall. Heihachi's Right Splits Kick (→↘↙) is great after a wall stun. It slams the opponent to the ground, after which a Geta Stomp (↓↘↙) is guaranteed. Because most characters fear a mid move to the wall (which can put them into a wall stun), there is a lot of pressure, and you can mix up a throw with Heihachi's Right Splits Kick (→↘↙). Of course, near a wall is always a good place to throw out your Iron Hand (↓↘↙→↘↙). If it hits, you will get another one right behind it, for a super-damaging two-hit combo. Heihachi also can use the first two hits of his Flash Punch Combo (↘↙↘↙) before doing another full set against a wall-stunned opponent. Heihachi's mix-ups are superb near walls, so get there quickly during a match.



Good Match-Ups

Christie heavily relies on her Negativa stance, and you have the one response to that move that she can't handle. The Hammer Punch (↓↘↙) stops almost everything she can do. Keep frustrating Christie with this move alone, and you will increase your chances of beating her tenfold. Use Double Palm Strike (↘↙↘↙) to make Christie stand up, and pummel her with guessing games. If you catch her blocking the Seiryu Mon, your next move will be a complete guessing game for her. So use this often to throw a monkey wrench in the situation. She has a lot of moves that avoid yours, and she has a decent sidestep game, but if you abuse the Hammer Punch, there is really nothing she can do. She will have to work extra-hard to beat you.

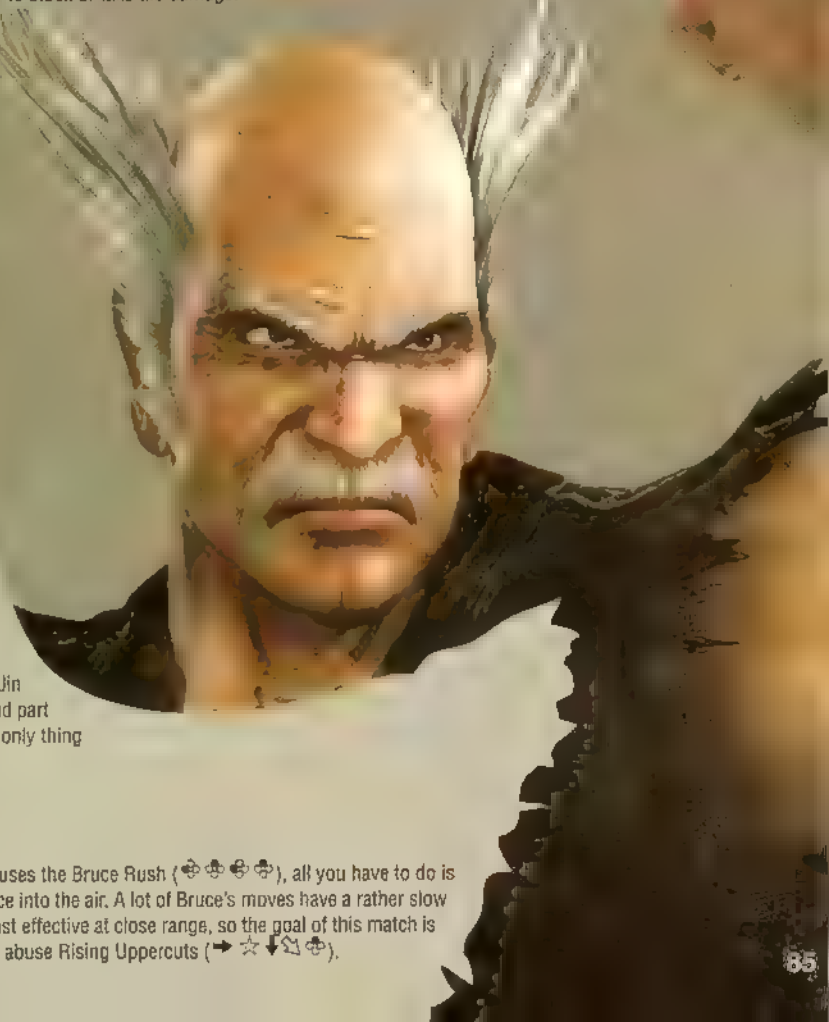
Jin has a lot of openings in his moves that you can punish with either a Flash Punch Combo (↘↙↘↙) or a Rising Uppercut (→☆↓↘↙). When blocking Jin's Lunging Low Soundhouse Kick (→☆↓↘↙), Heihachi can launch with the Twin Pistons (↘↙↘↙). Jin has many strings that you can duck and punish, such as Switch Blade (↘↙↘↙) and the second part of Evil Intent (←↘↙↘↙). Watch out for Jin's parry in this match-up, because it is the only thing that can stop you. Keep the pressure on, get him to the wall, and you will be fine.

Bruce is a rather good match against Heihachi. If you find a Bruce player who constantly abuses the Bruce Rush (↘↙↘↙), all you have to do is sidestep clockwise and execute a quick Rising Uppercut (→☆↓↘↙). This will send Bruce into the air. A lot of Bruce's moves have a rather slow recovery time, so Heihachi's Flash Punch Combo (↘↙↘↙) will be guaranteed. Bruce is most effective at close range, so the goal of this match is to keep him out. Abuse your Shadow Step (←↘↙↘↙) to get out of sticky situations, and abuse Rising Uppercuts (→☆↓↘↙).

Nina is a horrible match versus Heihachi. Many of her moves are faster than Heihachi's, and she will whip away at your health. Her throws will lead to many set-ups, and they can be very dangerous because many of Heihachi's moves have a rather slow recovery. The only way to get inside is to have a lot of good mid/low mix-ups and interrupt Nina's attacks. Heihachi's Twin Pistons (↘↙↘↙) is an interrupting move if you anticipate a high string or a slow, low move. You will have to abuse the Hammer Punch (↓↘↙) against her, and pray that she doesn't reverse it. If she does, remember that she goes into a multi-throw, so you will have to escape it with a left punch (↘). Don't waste your time with set-ups to get more damage. When you get the opportunity to do damage, do it, because it might not come again for a while.

Paul is the character who is the best at punishing anything you do. Doing risky moves will get you killed in this match-up. You have to keep extremely safe. Pray that most of your moves connect, while his don't. Watch out for his Phoenix Smasher (↓↘↙→↘↙), because that will do the most damage and send you flying. Stick to your Flash Punch Combo (↘↙↘↙) and Rising Uppercuts (→☆↓↘↙) to try to launch him. If he is being defensive and waiting for you to miss a move so he can punish you, start using your throws. Even though you have a decent wall game, Paul's is better, so try to stay away from the walls. Do damage when you can, try not to throw out any highly punishable moves, and you should be fine.

Steve is one of the worst match-ups with Heihachi. It is very difficult for Heihachi to get around Steve's British Edge Combo (↘↙↘↙) and stance moves. If Heihachi plays aggressively versus an aggressive Steve, it is a very difficult match. Many of Steve's moves go under Heihachi's moves and also take more priority. Steve also has a punch parry where he can get guaranteed hits, which hurts Heihachi because many of his good, quick moves are punch moves. Use Hammer Punch (↓↘↙) a lot in conjunction with Double Palm Strike (↘↙↘↙) to make Steve stand up, and try to launch him and do some damage. Also use Chrome Dome (→↘↙) to headbutt him and send him flying. Because he can't parry head attacks, he will be forced to block or take the damage.





Tae Kwon Do ace and rival of Jin Kazama, Hwoarang was taken into custody by the South Korean military during the last round of the King of Iron Fist Tournament 4, keeping him from his long-awaited fight with his rival.

Hwoarang was taken to the Korean embassy, where he was brought before the ambassador.

"You have received an official pardon, granting you immunity from charges related to this incident. Also, we have received urgent military papers addressed to you. Please read them immediately."

After reading the papers, Hwoarang stood up abruptly.

"I can't believe it. Are you sure this is correct?"

Two months later, Hwoarang finished his military service. With nothing holding him back, Hwoarang was free to pursue a confrontation with Jin Kazama.

Hwoarang

Fighting Style // Tae Kwon Do

Country of Origin // Korea



Player 1 Costume



Player 2 Costume

Items

Head



Head - Baseball Cap
200,000 G
Both Outfits - No



Head - Unkempt Hair
500,000 G
Both Outfits - No



Head - Bandanna
50,000 G
Both Outfits - Yes



Head - Cowboy Hat
150,000 G
Both Outfits - No



Head - Playboy Hairstyle
500,000 G
Both Outfits - No

Face



Face - Earrings
120,000 G
Both Outfits - No



Face - Bandage
60,000 G
Both Outfits - No



Face - Sunglasses
40,000 G
Both Outfits - Yes



Face - Hachimaki
200,000 G
Both Outfits - No



Face - Bike Mask
120,000 G
Both Outfits - No

Upper Body



Upper Body - Rocket Pendant
30,000 G
Both Outfits - No



Upper Body - Towel
150,000 G
Both Outfits - No



Upper Body - Helihachi Trophy
80,000 G
Both Outfits - Yes



Upper Body - Electric Guitar
60,000 Gold
Both Outfits - No



Upper Body - Shoulder Jacket
300,000 G
Both Outfits - No

Lower Body



Lower Body - Brass Knuckles
300,000 G
Both Outfits - No



Lower Body - Spray
60,000 G
Both Outfits - No



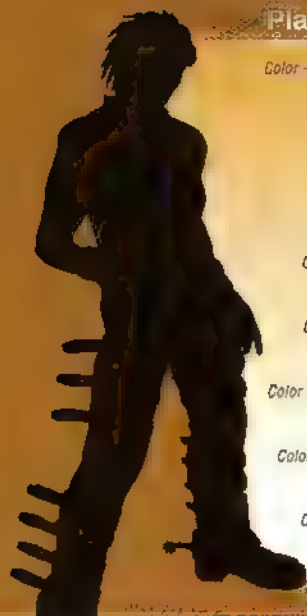
Lower Body - Wallet Chain
30,000 G
Both Outfits - Yes



Lower Body - Heel
30,000 G
Both Outfits - No



Lower Body - Denim Jacket
60,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Lime Green
8,000 G



Color - Light Blue
8,000 G



Color - Purple
8,000 G



Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Purple
8,000 G



Color - Sea Green
8,000 G



Left Stance

Move	Commands	Properties	Damage	Notes
Migraine	⬅️⬅️	H, H	5, 8	
Double Jab Low Kick	⬅️⬅️⬅️	H, H, L	5, 8, 10	
Home Surgery	⬅️⬅️⬅️⬅️	H, H, L, H	5, 8, 10, 18	
One Two Punch	⬅️⬅️	H, H	5, 10	
Left Right to Left Flamingo	⬅️⬅️⬅️	H, H	5, 10	
Left Right to Right Flamingo	⬅️⬅️⬅️	H, H	5, 10	
Rejector	⬅️⬅️➡️⬅️	H, H, M	5, 10, 16	
Rejection	⬅️⬅️➡️⬅️	H, H, H	5, 10, 37	Knockdown
Right Jab to Left Flamingo	⬅️⬅️	H	12	
Right Jab to Right Flamingo	⬅️⬅️	H	12	
Right Jab Side Kick	⬅️➡️⬅️	H, M	12, 16	
Right Jab to Spinning Back Kick	⬅️➡️⬅️	H, H	12, 25	Knockdown
Machine Gun Kicks	⬅️⬅️⬅️⬅️	H, M, M, H	15, 12, 10, 25	Launcher
Left Kicks to Right Hook Kick	⬅️⬅️⬅️	H, M, H	15, 12, 20	
Left Kicks to Right Middle Kick	⬅️⬅️⬅️⬅️	H, M, H, M	15, 12, 20, 15	Knockdown
Machine Gun Kicks to Left Flamingo	⬅️⬅️⬅️➡️	H, M	15, 12	
Left Kick Combo to Right Hook Kick	⬅️⬅️⬅️⬅️	H, M, M, H	15, 12, 10, 20	
Total Outrage	⬅️⬅️⬅️⬅️⬅️	H, M, M, H, M	15, 12, 10, 20, 15	Knockdown
Left Kick Combo Low	⬅️⬅️⬅️⬅️	H, M, L	15, 12, 7	
Left Kick Combo Low to Right Hook Kick	⬅️⬅️⬅️⬅️⬅️	H, M, L, H	15, 12, 7, 10	
Menace to Society	⬅️⬅️⬅️⬅️⬅️⬅️	H, M, L, H, M	15, 12, 7, 10, 15	Knockdown
Flying Eagle	[⬅️⬅️]	M, M	15, 25	Knockdown
Hot Feet	⬅️⬅️⬅️⬅️	H, H, H, M	14, 10, 10, 20	Knockdown
Right Kicks to Left Stance	⬅️⬅️	H, H	14, 10	
Hard Rocker	⬅️➡️⬅️	H, H	14, 10	
Right Kick Combo to Right Flamingo	⬅️⬅️⬅️	H, H, H	14, 10, 10	
Right Kicks Combo to Left Stance	⬅️⬅️⬅️⬅️	H, H, H	14, 10, 10	
Da Bomb	⬅️⬅️➡️⬅️	H, H, H	14, 10, 25	
Blizzard Kicks	⬅️⬅️⬅️⬅️	H, H, H, L	14, 10, 10, 10	
Rude Boy	⬅️➡️⬅️	H, M	14, 17	
Axe Murderer	⬅️⬅️	H, M	14, 20	
Disrespect	⬅️			
Motion Switch	⬅️			
Rusty Knife	➡️⬅️	M	15	
Middle Back Blow to Left Stance	➡️⬅️	M	15	

Move	Command	Properties	Damage	Notes
Left Flamingo Feint	→ ☆			
Cheap Shot Snap Kick	→ [→ →]	M	■	Knockdown
Right Flamingo Feint	→ ☆			
Doggie Lift	→ →	H	21	
Right Hook Kick to Left Stance	→ → →	H	21	
Grand Theft	→ → →	H, M	21, 15	Knockdown
Push Hands	→ →	M	21	Crumple on Counter Hit
Blasting Kick Combo	↘ → →	M, H	17, 15	Launcher
Public Enemy	↘ → →	M, M	17, 21	
Body Blow	↘ →	M	10	
Overhead Kick	↘ →	M	10	
Smash Low Right	↓ → →	L, H	12, 10	
Firecracker	↓ → →	L, H	7, 22	Launcher
Low Kick	↓ →	L	7	
Sweep Kick	↙ →	L	12	
Ankle Biter	↙ →	L	12	Knockdown on Counter Hit
Ankle Biter to Right Flamingo	↙ → →	L	12	Knockdown on Counter Hit
Ankle Biter to Crescent Kick	↙ → →	L, H	12, 21	Knockdown
Dynamite Heel	↙ → (← ← to cancel)	I	40	Knockdown
Bolt Cut	← →	H	18	Knockdown on Counter Hit
Left Plasma Blade	← →	M	18	Launcher
Nose Bleeder	← →	H	27	
Fade-Away Kick	↖ →	M	18	
Jump Kick	↑ →	H	25	Knockdown
Scorpion Side Kick to Right Flamingo	↑ →	M	18	
Bloody Guillotine	↑ →	M	18	Knockdown
Bone Stinger	↗ →	H	22	
Hunting Hawk	↗ → → →	■, M, H	15, 9, 12	Knockdown
Circular Saw	↗ →	■	37	Knockdown
Air Raid	↗ → → →	H, M, L	12, 12, 15	
Air Raid (1st Kick) to Right Flamingo	↗ → →	H	12	
Air Raid (2nd Kick) to Right Flamingo	↗ → → →	H, M	12, 12	
Air Raid (3rd Kick) to Right Flamingo	↗ → → → →	H, M, L	12, 12, 15	
Spinning Axe Kick to Right Stance	→ → →	M	25	
Torpedo Kick	→ → →	H	30	
Double Thrust	← → → →	H, M	14, 28	Knockdown
Triple Spin Kick	← → → → →	H, H, H	14, 14, 14	Knockdown
Sky Rocket	→ ☆ ↓ ↘ →	M	23	Launcher
Spinning Scythe to Axe Kick	→ ☆ ↓ ↘ → →	M, M	18, 18	
Killing Blade	→ → → →	M	30	Knockdown
Iron Heel	While rising →	M	■	Knockdown
Tsunami Kick	While rising ↗ →	M, M	12, 13	
Eruption to Left Flamingo	During sidestep → →	M, H	15, 18	
Eruption to Left Stance	During sidestep → → →	M, H	15, 18	
Spinning Trip Kick	During sidestep →	L	15	Knockdown on Counter Hit
Plasma Blade	Left Stance back towards enemy →	M	20	Launcher

10 Hit Combos

Names	Command	Properties	Damage	Notes
*0 Hit Combo (Right Flamingo)	During Right Flamingo ★☆☆☆☆	M, H, H, L, M, M, L, H, M, H	15, 7, 10, 7, 7, 8, 7, 10, 14, 21	Knockdown
10 Hit Combo (Left Flamingo)	During Left Flamingo ☆☆☆☆☆	M, H, H, L, M, M, L, H, M, H	15, 7, 10, 7, 7, 8, 7, 10, 14, 21	Knockdown

Throws

Names	Command	Properties	Damage	Escapes
Pickpocket	Approach enemy ☆ (or ☆)	H	35	☆
Falcon Dice Kick	Approach enemy ☆ (or ☆)	H	35	☆
Bring It On	Approach from left side ☆ (or ☆)	H	45	☆
Dead-End	Approach from right side ☆ (or ☆)	H	44	☆
Slaughterhouse	Approach from behind ☆ (or ☆)	H	60	-
Human Cannonball	Approach enemy → ☆	H	40	☆
Roll and Choke	Approach enemy → ☆	H	40	☆
Leg hook Throw	Approach enemy ↓ ☆	H	40	☆ ☆
Door Mat	Approach enemy ↓ ☆	H	45	☆
Jackknife	During Right Stance approach enemy ☆ (or ☆)	H	50	☆
Overhead Kick	Approach Mid-Air enemy ☆	H	22	-

Right Stance

Names	Commands	Properties	Damage	Notes
Disrespect	☆			
Motion Switch	☆			
Migraine	☆☆	H, M	10, 12	Knockdown
Big Fists	☆☆	H, H, M	6, 10, 12	Knockdown
Chainsaw Kick Combo	☆☆	H, H, M	6, 15, ■	Knockdown
Right Reverse Kick Combo	☆☆	H, H, H	6, 15, 27	
Right Reverse Kick Combo	☆☆	H, H, H	6, 15, 27	Knockdown
Right PK Combo	☆☆	H, H	6, 27	
Right Jab Spin Kick	☆☆	H, M	6, 27	Knockdown
Volcannon to Right Flamingo	☆☆	M, H	18, 16	
Volcannon to Right Stance	☆☆	M, H	18, 16	
Backlash	[☆☆]	H	54	Knockdown
Rolling Right Kick to Right Flamingo	[☆☆] (or →)	H	30	Knockdown
Chainsaw Kick	☆☆	H, M	15, 20	Knockdown
Right Reverse Kick	☆☆	H, H	15, 27	Knockdown
Right Flamingo Feint	→ ☆			
Grand Theft	→ [☆☆]	M	20	Launcher
Cheap Shot	→ ☆	H	21	
Cheap Shot to Disrespect	→ ☆	H	21	
Cheap Shot Low Spin	→ ☆	H, L	21, 20	
Right Sidekick	☆☆	■	12	
Teaser	☆☆	L, H	15, 40	Knockdown
Nose Bleeder	← ☆	H	27	Staggers on Counter Hit
Misdemeanor	← ☆	M	27	Knockdown
Hunting Heel	→ ☆	M	22	Knockdown
Screw Kick	→ ☆	M, H	18, 20	Knockdown
Plasma Blade	Right Stance back towards enemy ☆	M	20	Launcher
Spinning Scythe to Axe Heel	Right Stance back towards enemy ☆	M, M	18, 18	

Left Flamingo

Move	Commands	Properties	Damage	Notes
Flamingo Switch	During Left Flamingo ↻			
Trick Jab	During Left Flamingo ↻	H	7	
Right Backhand	During Left Flamingo ↻	M	15	
Flamingo Sidekick Combo	During Left Flamingo ↻ ↻	M, M	12, 21	
Rocket Launcher	During Left Flamingo ↻ ↻ ↻	M, M, H	12, 10, ■	Launcher
Rocket Launcher to Left Flamingo	During Left Flamingo ↻ ↻ ↻	M	12	
Flamingo Kick Combo to Right Hook Kick	During Left Flamingo ↻ ↻ ↻	M, M, H	12, 10, 20	
Cannon Kicks	During Left Flamingo ↻ ↻ ↻ ↻	M, M, H, M	12, 10, 20, 15	
Step Kick	During Left Flamingo ↻	H	28	Knockdown
Power Blast	During Left Flamingo ↻ (↻ ↻ to cancel)	I	80	Knockdown
Left Viper Combo	During Left Flamingo ↻ ↻	H, H	8, 10	
Snap Kick	During Left Flamingo ↻ ↻	■	18	Knockdown on Counter Hit
Cutter Left	During Left Flamingo ↻ ↻	L	8	
Flamingo Low to Right hook Kick	During Left Flamingo ↻ ↻ ↻	L, H	8, 10	
Cutter Right	During Left Flamingo ↻ ↻	L	15	Knockdown
Snap Spin Kick	During Left Flamingo ↻ ↻	M	27	Knockdown
Right Heel Lance	During Left Flamingo ↻ ↻	M	21	Launcher
Flamingo Hunting Hawk	During Left Flamingo ↻ ↻ ↻ ↻	M, M, H	10, 7, 10	Knockdown
Left Flamingo Step-In	During Left Flamingo →			
Left Flamingo Back Dash	During Left Flamingo ←			
Left Flamingo Sidestep	During Left Flamingo ↑ (or ↓)			

Right Flamingo

Move	Commands	Properties	Damage	Notes
Flamingo Switch	During Right Flamingo ↻			
Left Punch	During Right Flamingo ↻	M	15	
Right Punch	During Right Flamingo ↻	H	7	
Big Fists	During Right Flamingo ↻ ↻ ↻	H, H, M	7, 10, 12	Knockdown
Right PK Combo	During Right Flamingo ↻ ↻	H, H	7, 27	
Chainsaw Kick Combo	During Right Flamingo ↻ ↻ ↻	H, H, M	7, 15, 20	Knockdown
Right Reverse Kick Combo	During Right Flamingo ↻ ↻ ↻	H, H, H	7, 15, 27	Knockdown
Right Jab Spin Kick	During Right Flamingo ↻ ↻ ↻	H, M	7, 27	Knockdown
Step Kick	During Right Flamingo ↻	H	25	Knockdown
Right Kick	During Right Flamingo ↻	M	20	Crumples on Counter Hit and Knockdown
Right Viper Combo	During Right Flamingo → ↻	H, H	8, 10	
Snap Kick	During Right Flamingo ↻ ↻	M	18	Knockdown
Left Heel Lance	During Right Flamingo ↻ ↻	M	21	Launcher
Snap Spin Kick	During Right Flamingo ↻ ↻	M	27	Knockdown
Cutter Left	During Right Flamingo ↻ ↻	L	15	Knockdown
Cutter Right	During Right Flamingo ↻ ↻	L	13	
Right Flamingo Step-In	During Right Flamingo →			
Right Flamingo Back Dash	During Right Flamingo ←			
Right Flamingo Sidestep	During Right Flamingo ↑ (or ↓)			


Top Ten List



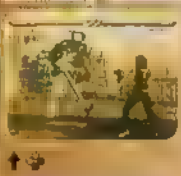
One of Hwoarang's new attacks is a low spin kick to his opponent's legs. Because of its long reach, this move can be used at mid range and when you need to evade high attacks. On hit, mix up your attack with either a Low Right Kick (↓ ↘) or Tsunami Kick (WR ↘ ↘) to keep the opponent guessing.

6



This is one of Hwoarang's best additions. You can now cancel  into Right Flamingo by simply holding Forward. Entering Right Flamingo from a low kick can confuse your opponent, and it puts you in a perfect position to use Right Flamingo attacks. Use this move wisely. On block, the recovery is bad. It enables the opponent to retaliate with power moves, such as Paul's Deathfist.

2



This is another addition to Hwoarang's arsenal. It is a mid hitting jump kick that beats low attacks and has excellent recovery when blocked. This move is good to use on crouching opponents and in wake-up games. On hit, it knocks the opponent to the ground, which allows you to follow up with





7



This is a quick spin kick that hits mid and is Hwoarang's highest launcher. The opponent is sent flying in the air, which gives you ample time to perform many of his damaging juggles.

3



This is a two-part kick that first hits mid and then high. The last kick launches. This move can be delayed to throw off your opponent's timing, and on counter hit, the whole string is guaranteed. Since the last kick is high, it can be ducked. At this point, you would input   . The  is a spin kick that hits mid and is relatively safe.

8



This is one of Hwoarang's most effective launchers. It hits mid and grounded opponents, which makes it great to use for wake-up games. Use this kick when an opponent misses an attack.

4



This is a kick that launches from Right Stance. Opponents tend to duck when you are in this stance, and it comes out at a decent speed.







































































9



This is one of Hwarang's best while-standing moves, which leaves you in Right Stance. Use this move to interrupt high attacks and block low attacks, and on grounded opponents. Poking with this move is a good strategy because it is safe on block and applies good pressure. Since you end up in Right Stance, you can mix up Right Stance attacks for good measure.


5



A new mid jump kick that leaves Hwoarang In Right Flamingo, which means you can perform his Flamingo attacks. When in Right Flamingo, your opponent may try to attack you with a quick  . If you do a  (sweep kick), it will evade their attack, which you can combo into                                                                   

1



This is a spinning kick that hits mid. Use this move when you need to close up the distance to your opponent. It causes heavy guard stun on block and leaves you in . It also hits opponents who try to move when grounded.

Combos

Combo 1



Combo 2



Combo 3



Combo 4



Combo 5



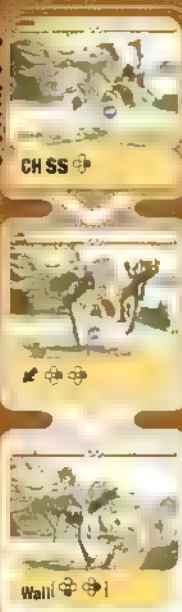
Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Bad Match-Ups

Hwoarang vs. Steve Fox

Steve has very fast punch attacks that easily interrupt Hwoarang's moves. This makes it very difficult for Hwoarang to get within range. When Steve goes on the offensive, the tables are turned and Hwoarang is the one locked down. Steve's main poke is $\downarrow \rightarrow$. Try evading this move by using $\downarrow \rightarrow$. This move has good range, so use it when you cannot get inside. Tsunami Kick (WR \rightarrow) is also good to use when you evade his high attacks, such as $\downarrow \rightarrow$. Look for opportunities where you can land a Right Uppercut (\rightarrow) for a launch, and a Left Plasma Blade (\rightarrow) when he misses an attack. Steve's overall quickness and power make him Hwoarang's most difficult match-up.

Hwoarang vs. Marshall Law

Law is another character who has fast moves that interrupt Hwoarang's attacks. His Left Right to Knee ($\rightarrow \rightarrow$) is a fast strike that has forward momentum. On block, it creates guard stun, which can be followed up with another Left Right to Knee for added pressure. Or if he's anticipating your attack, he can follow up with a counter hit Body Blow to Somersault ($\downarrow \rightarrow$). This move will launch you and result in major damage. Law's Dragon Uppercut (WR \rightarrow), which is a high launcher, also poses a threat. If any high attack is ducked at the proper time, Law will retaliate with this move. Use Tsunami Kick (WR \rightarrow) to slow down his attacks, and look for openings where you can land Right Uppercut (\rightarrow).

Hwoarang vs. Julia Chang

Attacking Julia without caution can easily result in a loss of 50% health. If you are on the offensive, she can wait for the perfect opening to land a counter hit Machine Gun Cannon ($\rightarrow \rightarrow$) or G-Clef Cannon ($\rightarrow \rightarrow$). This makes it very difficult for Hwoarang to go on the offensive. Julia's party crasher is a fast-hitting mid elbow that has decent range. She will use this move to close the gap when you try to distance yourself. Be on the defensive, and take advantage of openings and quick attacks. Be familiar with her low string attacks, because you have the opportunity to low parry and follow up with a Left Plasma Blade (\rightarrow).



Parry Follow-Ups

Low Punch Parry



Low Kick Parry



\rightarrow , Right Flamingo \rightarrow , Right Stance
 \rightarrow

Hwoarang is at his best when he locks an opponent down with poking string attacks from Left Flamingo and Right Flamingo. You have many options from these stances, and the moves come out very quickly. A good way to begin your offense is to attack with Left Right to Left Flamingo ($\rightarrow \rightarrow$), Smash Low Right ($\downarrow \rightarrow$). This string comes out fairly fast and leaves you in Right Flamingo for even more options. Once the opponent begins to anticipate Left Flamingo Smash Low Right, begin to use Left Right to Right Flamingo ($\rightarrow \rightarrow$) Right Flamingo Right Side Kick (\rightarrow) instead. If they are still blocking low, they will be hit with a mid kick that leads to Ankle Biter to Right Flamingo ($\rightarrow \rightarrow$). Right Flamingo $\rightarrow \rightarrow$ Hunting Hawk ($\rightarrow \rightarrow$). Mix up your attacks, and the results will show. Incorporate Tsunami Kick (WR \rightarrow) as a standard poke in your game plan. It is a safe move that gives you options to execute attacks from Right Stance. Plasma Blade (\rightarrow) is one of Hwoarang's best launchers, and it's great for wake-up games because it hits grounded opponents. Keep these strategies in mind, and the victory will fall in your favor.



The downside is that Hwoarang's string attacks have a lot of openings where he can be interrupted with a simple low jab, or WR moves. This can force you to change your game plan. If your attacks are too predictable, Hwoarang is very susceptible to low parries and counters. He's least effective when he's kept out of range, because he deals out the most damage in close quarters.



Hwoarang is excellent near the walls. A wall stun leads to Backlash (Right Stance ($\rightarrow \rightarrow$)), which deals out huge damage. From a high wall stun, use Hunting Heel ($\rightarrow \rightarrow$). When either of these two kicks connects, it allows for wake-up games. This is where Hwoarang is very strong.

Good Match-Ups

This match-up is fairly even. However, Hwoarang can take control of the match with his poking abilities. Become familiar with Jin's moves, such as his Left Right to Spinning Hook Kick ($\rightarrow \rightarrow$) and Switch Blade ($\rightarrow \rightarrow$). The last kick in both of these attacks is high and can be countered with Tsunami Kick (WR \rightarrow). Apply pressure with Tsunami Kick (WR \rightarrow), and attack with $\rightarrow \rightarrow$ into Left Flamingo and Right Flamingo mix-ups. If you block a Hellswep, retaliate with a Left Plasma Blade (\rightarrow) and follow up with a damaging combo. Hwoarang has an answer for almost every move Jin does, so pay attention to the moves being used and punish them accordingly.

Marduk is a big character who needs to be in close range to be effective. This is the same for Hwoarang, so it all boils down to who sets up their attack better. You can use poking string attacks, but don't become too predictable. Marduk can counter your attack, which leads to his mount. If you try to space yourself at mid range, he will close the gap with his quick low kicks, such as Knee Slicer ($\downarrow \rightarrow$) and Shin Breaker (WC $\downarrow \rightarrow$). Watch for these moves, and when they are blocked, follow up with a Tsunami Kick (WR \rightarrow). When you see the tackle coming, Foot Stomp ($\downarrow \rightarrow$) will always knock him out of it. Marduk gets his offense started with strong low moves, strong mids, and quick launchers such as his Air Lift Uppercut (\rightarrow).

Hwoarang vs. JACK-5

JACK-5 is another big character who allows you to lock him down with poke strings, because most of JACK-5's moves are too slow to interrupt the opponent. Use $\rightarrow \rightarrow$ and $\rightarrow \rightarrow$ to start your offense started. From there, you can use Hwoarang's Flamingo attacks and mix-ups. Use Tsunami Kick (WR \rightarrow) for added pressure. Things to look out for vs. JACK-5 include $\rightarrow \rightarrow$, which is a quick mid hitting uppercut that launches, and his $\rightarrow \rightarrow$, which is a very low punch that is safe on block. Lock him down with poking strings and Flamingo mix-up attacks. This will result in your victory.

Two years ago, a physics scientist named Jane tried to sneak into Mishima Industries with Gunjack. They were discovered by a Tekken Force patrol and were fired upon. Gunjack placed himself in the line of fire to protect Jane. After the hail of bullets stopped, Gunjack had ceased to move.

The day after, Jane was found and rescued by a G Corporation freighter. Jane joined the robotics division of G Corporation and successfully created JACK-4. She used data collected from JACK-4 and began work on a newer model, JACK-5. She saw the upcoming King of Iron Fist Tournament as the perfect chance to test the upgraded JACK-5.

JACK-5

Fighting Style / Brute Strength

Country of Origin / None



Player 1 Costume



Player 2 Costume

Items

Head



Head - Military Cap
150,000 G
Both Outfits - No



Head - Green Beret
200,000 G
Both Outfits - No



Head - Bald Head
40,000 G
Both Outfits - Yes



Head - Iron Helmet
120,000 G
Both Outfits - No



Head - Mohawk
300,000 G
Both Outfits - No

Face



Face - Sunglasses
60,000 G
Both Outfits - No



Face - Nerd Glasses
120,000 G
Both Outfits - No



Face - Cyber Scope
50,000 G
Both Outfits - Yes



Face - Visor
150,000 G
Both Outfits - No



Face - Drills
200,000 G
Both Outfits - No

Upper Body



Upper Body - Anchor Tattoo
60,000 G
Both Outfits - No



Upper Body - Gatling Gun
300,000 G
Both Outfits - No



Upper Body - Booster Rockets
50,000 G
Both Outfits - Yes



Upper Body - Rocket Launcher
60,000 G
Both Outfits - No



Upper Body - Air Intake
60,000 G
Both Outfits - No

Lower Body



Lower Body - Optical Discs
30,000 G
Both Outfits - No



Lower Body - Missile Pod
500,000 G
Both Outfits - No



Lower Body - Survival Knife
30,000 G
Both Outfits - Yes



Lower Body - Exhaust Pipes
500,000 G
Both Outfits - No



Lower Body - Shoes
30,000 G
Both Outfits - No



Player 1 Colors		Player 2 Colors	
Color - Black/White 18,000 G		Color - Black/White 18,000 G	
Color - Red 8,000 G		Color - Red 8,000 G	
Color - Blue 8,000 G		Color - Blue 8,000 G	
Color - Yellow 8,000 G		Color - Yellow 8,000 G	
Color - Purple 8,000 G		Color - Green 8,000 G	
Color - Plum 8,000 G		Color - Orange 8,000 G	
Color - Green 8,000 G		Color - Light Blue 8,000 G	
Color - Light Blue 8,000 G		Color - Plum 8,000 G	

Move List

Move	Command	Properties	Damage	Notes
Jab to Jackhammer		H, M	14, 21	Knockdown
Jab to Stunning Hook		H, H	14, 24	Knockdown
Jab Elbow Smash		H, M, M	10, 12, 20	Launcher
Double Hammer		M, M	21, 15	Knockdown
Giant Foot Stomp	(increases distance)	U	60	Knockdown
Machine Elbow		M	16	
High and Low Cross Cut		M, L	17, 15	Knockdown
Cross Cut Blast		M, M	17, 21	Knockdown
Dark Greeting		U	101	Knockdown
Sudden Elbow		M	30	Knockdown
Atomic Shoulder Tackle		M		Knockdown
Rushing Uppercut L		M, M, M, M	8, 11, 10, 15	Launcher on Counter Hit
Rushing Uppercut Low		M, M, M, L	11, 15, 12, 8	Knockdown
Rushing Uppercut Mid		M, M, M, M	11, 15, 12, 15	Knockdown
Rushing Uppercut High		M, M, M, H	11, 15, 12, 12	Knockdown
Megaton Earthquake		L, L	8, 21	Knockdown
Dumptruck		M	30	Knockdown
Double Axe		M	35	Launcher
Sit				
Sit Pancake Press		M	35	
Machine Gun Blast		L, L, L, M	13, 3, 3, 21	Knockdown
Power Shovel		L	21	Knockdown
Big Boot		L	10	
Cossack Kicks		L, L, L, L, L, L	18, 12, 10, 12, 12, 12	
Diamond Cutter		M	17	Knockdown on Counter Hit
Piston Gun Assault		M	27	Knockdown
Piston Gun		H, H, H, H, H	7, 7, 5, 5, 21	Knockdown
Reactor Elbow		M	25	
Pancake Press		M	23	Knockdown on Counter Hit
Sit Punches 1		M, L, L, L, L	23, 10, 10, 10, 10	Knockdown on Counter Hit
Sit Punches 2		M, L, L, L, L	23, 10, 10, 10, 10	Knockdown on Counter Hit
Double Pancake Press		M, M	23, 35	Knockdown on Counter Hit
Jackhammer		M	25	
Rocket Uppercut		M	21	Launcher
Granite Stomping		M	16	Knockdown

Names	Command	Properties	Damage	Notes
Sliding Attack	→ ⇨ ⇩	M	25	Knockdown
Atomic Hook	← → ⇩	H	27	Knockdown
Cemaho Chop	→ → → ⇩	M	35	
Debugger	← ↘ ↙ ⇩ ⇩	L	25	Knockdown
Megaton Blast	← ↘ ↙ ⇩ ⇩	M	40	Knockdown
Windup Uppercut	← ↘ ↙ ↘ → ↘ ⇩	M	22	Launcher
Gigaton Punch	← ↘ ↙ ⇩ ⇩	M	30	Knockdown
Gigaton Punch	← ↘ ↙ ↘ → (followed by lever spin) ⇩	U	199	
Killing Uppercut	WR ⇩	M	20	Launcher
Double Hammer Alternate	While rising ⇩ ⇩	M, M	21, 17	Knockdown
Hammer Rush Low	While crouching ⇩ ⇩ ⇩ ⇩ ⇩	L, L, M, M, L	10, 8, 12, 12, 8	
Hammer Rush Mid	While crouching ⇩ ⇩ ⇩ ⇩ ⇩	L, L, M, M, M	10, 8, 12, 12, 15	
Hammer Rush High	While crouching ⇩ ⇩ ⇩ ⇩ → ⇩	L, L, M, M, H	10, 8, 12, 12, 12	
Short Hammer Rush Low	While crouching ↘ ⇩ ⇩ ⇩	M, M, L	15, 12, 8	
Short Hammer Rush Mid	While crouching ↘ ⇩ ⇩ ⇩	M, M, M	15, 12, 15	
Short Hammer Rush High	While crouching ↘ ⇩ ⇩ → ⇩	M, M, H	15, 12, 12	
Windmill Punches	While crouching ↘ ⇩ ⇩ ⇩	M, M, M, H	12, 15, 15, 30	Knockdown
Hammer Rush 3 Low	While crouching ↘ ⇩ ⇩	M, L	10, 8	
Swing R Knuckle	While crouching ↘ ⇩ ⇩ ⇩	M, M, M	15, 10, 15	
Hammer Rush 3 High	While crouching ↘ ⇩ → ⇩	M, H	10, 12	
Low Cross Cut Saw	While crouching ↘ ⇩	L	21	Knockdown
Discharger	During sidestep ⇩	M	23	Launcher
Piston Gun Snipe	During sidestep ⇩	H	22	Knockdown
Barrel Jacket Hammer	During sidestep ⇩	H	35	Knockdown

Throws

Names	Command	Properties	Damage	Escapes
Rotary Catapult	Approach enemy ⇩ (or → ⇩)	H	35	⇩
Piston Gun Back Breaker	Approach enemy ⇩ (or → ⇩)	H	35	⇩
Side Left Bomb	Approach from left side ⇩ (or ⇩)	H	40	⇩
Hanging Neck Throw	Approach from right side ⇩ (or ⇩)	H	40	⇩
Spinal Crush	Approach from behind ⇩ (or → ⇩)	H	70	-
Throw Away	Approach from behind ⇩ (or → ⇩)	H	70	-
Body Press	Approach enemy ↘ ⇩	H	25	-
Body Press Hammer	Approach enemy ↘ ⇩ ⇩	H	35	-
Volcano	Approach enemy ↘ ⇩	H	25	⇩
Volcano Blaster	Approach enemy ↘ ⇩ ⇩	H	25	⇩
Body Smash	Approach enemy ⇩ ⇩	H	30	⇩
Pyramid Driver	Approach enemy ↘ ↘ → ⇩	H	45	-
Back Breaker	Approach enemy ↘ ↘ ⇩ ⇩	H	45	⇩
Ground Zero	Approach enemy ↘ ⇩	H	35	⇩
Lift Up Megaton Hit	Approach enemy ↘ ⇩ ↘ ⇩	H	49	⇩
Pile Driver	Approach enemy ↘ → ⇩	H	58	⇩
Gun Bomb	Approach (crouching enemy) ↘ ⇩ (or ↘ ⇩)	H	40	⇩ or ⇩

10 Hit Combos

Names	Command	Properties	Damage	Notes
10 Hit Combo 1	↓ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	M, L, L, M, M, H, M, M, M, M	8, 6, 5, 7, 7, 6, 6, 8, 21, 25	Knockdown
10 Hit Combo 2	↓ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	SM, L, L, M, M, H, M, L, M	8, 6, 5, 7, 7, 6, 6, 8, 12, 24	Knockdown
10 Hit Combo 3	↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	M, M, L, L, L, M, M, M, M	15, 8, 5, 5, 5, 8, 6, 8, 25	Knockdown
10 Hit Combo 4	↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	M, M, L, L, L, M, M, M, L, M	15, 8, 5, 5, 5, 8, 6, 8, 12, 24	Knockdown

Top Ten List

Machine Gun Blast

1



↘ ↘ First Hit Only

The first hit of JACK-5's Machine Gun Blast happens to be one of the best low moves in the entire game. It is an extremely fast poking move, which on hit leaves opponents at a disadvantage and on block. This keeps JACK-5 completely safe from retaliation. This bread-and-butter move can be used for both offensive and defensive purposes, and it will make opponents think twice about blocking mid.

Debugger

6



↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

The Debugger is one of JACK-5's riskier but more damaging lows. This move often catches people off-guard because of its quick animation, but its recovery is mediocre at best. It deals a decent amount of damage on grounded opponents and crushes certain high moves, but it should be used sparingly for best results. If the Debugger gets blocked, JACK-5 is vulnerable to nearly every attack in the book.

Atomic Shoulder Tackle

2



→ ↘ ↘

JACK-5's Atomic Shoulder Tackle (→ ↘) is back and better than ever. Not only does it deal rewarding damage, but it also crushes high moves. If timed correctly, the Atomic Shoulder Tackle (→ ↘) will break straight through an opponent's jabs and leave them rolling on the floor. Although it is not an entirely safe move, most characters will only get a couple of free jabs after blocking it.

Cross Cut Blast

7




→ ↘ ↘

This move is a decent whiff punisher and a powerful juggle ender. The two-hit combo sends opponents flying across the arena to find themselves near the wall. It must be noted, however, that this move is not as safe as most people think. On block, opponents can interrupt the two-hit string with jabs or a more damaging move, depending on the character.

Diamond Cutter

3



→ ↘ ↘

A relatively quick and safe mid hitting chop, this move is especially effective when used in conjunction with JACK-5's Machine Gun Blast (↘ ↘) for a quick mix-up. Although it can be evaded easily with a well-timed sidestep, the Diamond Cutter deals a reasonable amount of damage on hit and keeps opponents in range for another follow-up attack. If the move is blocked, however, it will enforce a crouching stun on the opponent, leaving neither player with the advantage.

Right Upper

8



↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

This is JACK-5's best overall whiff punisher because it's fast, easy to do, and leads to nearly 40% combos. Although this move is highly punishable on block, in most cases the reward outweighs the risk. It may be tempting to just run up to an opponent and throw it out, but keep in mind that characters like Nina can deal just as much damage (if not more) merely by blocking the move.

Jackhammer

4



→ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

JACK-5's Jackhammer is a safe alternative to his Rocket Uppercut (→ ↘ ↘). On hit, JACK-5 can follow up with a guaranteed Big Boot (↘ ↘), a risky Debugger (↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘), or a plain old mix-up. It should be noted that the only real downside to this move is its limited range. Other than that, the Jackhammer is a great tool to have in your arsenal.

Rocket Uppercut

9




→ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

The Rocket Uppercut (→ ↘ ↘) should be used mainly for two purposes: as a whiff punisher or a juggle ender. On hit, it launches the opponent high into the air for JACK-5's most damaging juggle yet (↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘). As a juggle ender, the Rocket Uppercut (→ ↘ ↘) flips the opponent face-down for great follow-up options. Although it is risky to throw this move out or use it as a mix-up, the reward is definitely worth the risk.

Piston Gun Assault

5



→ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

JACK-5's Piston Gun Assault is yet another safe mid move that knocks down on hit. It is relatively quick and has decent range, but it should be used when the opponent is backed up against the wall. When the move is blocked on open ground, it leaves a decent guard stun but also pushes the opponent back to safety. If there is a wall, however, the guard stun gives JACK-5 enough advantage for a free mix-up attempt.

Granite Stomping

10

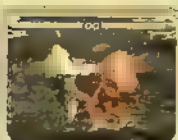


→ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘

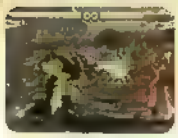
JACK-5's Granite Stomping is his most reliable move for hitting grounded opponents. Its quick recovery leaves JACK-5 ready for another follow-up attack. Not only is this move safe on block, but it also leaves a guard stun for a free mix-up attempt (↘ ↘, throw, or any mid attack). The stomp is highly effective against grounded foes near walls, but it can't

Combos

Combo 1



→ ↺

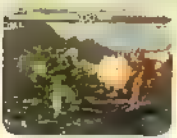


→ ↺ ↺

Combo 2



→ [↺ ↺]



↺ ↺ ↺ ↺

Combo 3



CH ↺ ↺ ↺



↺ ↺ ↺

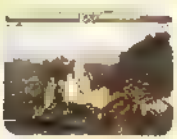
Combo 4



CH ↺ ↺ ↺



WR ↺



↺

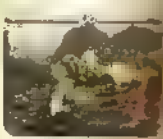
Combo 5



CH ↺



↺



→ ↺ ↺

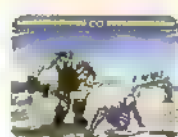
Parry Follow-Ups

Low Punch Parry



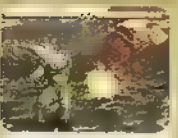
↺ ↺ → ↺ → ↺ → ↺

Low Kick Parry



↺ ↺ → ↺ → ↺ → ↺

Combo 6



WR ↺



↺



↺



↺



→ ↺ ↺

Combo 7



↺ ↺



↺



↺



↺ ↺

Combo 8



SS ↺



↺



→ ↺

Combo 9



↺ ↺ ↺



↺ ↺ ↺ → ↺ → ↺

Combo 10



→ ↺ ↺



↺ ↺



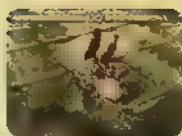
↺



↺ ↺

Strengths

JACK-5 is all about power. The majority of his moves are risky but highly rewarding. The sheer damage JACK-5 can deal from a single blow is mind-boggling. Hence, the intimidation factor plays a huge role. When someone gets scared of attacking JACK-5, a lot of his moves become more and more effective. His throw game alone should make opponents scared of standing straight up, to the point where JACK-5 can use his uppercut as a mix-up. JACK-5's Machine Gun Blast (↖↗) should be abused whenever possible, both to keep opponents scared of coming in on him and simply for the annoyance factor. The Machine Gun Blast (↖↗) is not a slow move. Let opponents think twice before they run up on JACK-5. Commitment is all it takes for JACK-5 to penetrate defensive players. Throw out a few Debuggers (↖↗↘↙) or throws to get inside your opponent's head, and work your game from there. Capitalize on every mistake your opponent makes, and before you know it, half their life bar will be gone. JACK-5 can be played dangerously aggressive, or defensive and safe. Both styles should be used for the best results. JACK-5 should be extremely aggressive near walls or after a knockdown, but should play defensively on open ground via spacing and correct usage of his Machine Gun Blast (↖↗). Again, JACK-5's throw game cannot be overlooked, because of its sheer damage and the wake-up games it enables. It should be noted that JACK-5 can even throw crouching opponents (↘↙ or ↘↙). JACK-5's Atomic Shoulder Tackle (↖↗) should be used often to crush high moves and scare people out of jabbing him consistently. There are many ways JACK-5 can effectively pressure opponents into making mistakes. As long as JACK-5 can retain a balance between the safe and risky moves, he can become a more than formidable opponent.



Good Match-Ups

JACK-5 vs. Paul Phoenix

JACK-5 has everything he needs to beat Paul. A blocked Phoenix Smasher gives JACK-5 a guaranteed Cross Cut Blast (↖↗). A blocked Bone Breaker (↘↙) gives JACK-5 a free Killing Uppercut (WR↖↗) for a 40% juggle. It's a tough fight, but JACK-5 can win it with patience, timing, and spacing. Abuse the first hit of the Machine Gun Blast (↖↗) to pressure Paul into throwing out risky moves. JACK-5 can't fight Paul face to face, but he can give Paul enough trouble getting in. If JACK-5 is forced to take the initiative, extended throws are the answer. Avoid taking unnecessary risks, and always keep an eye on Paul's life bar.

JACK-5 vs. Raven

This match-up should give JACK-5 no trouble at all. Simply blocking Raven's moves and punishing accordingly will win you the game. Keep Raven spaced out with the Machine Gun Blast (↖↗), and just wait for an opportunity. Raven can't throw out much against a defensive JACK-5. Looking out for low moves is all it really takes. JACK-5 can punish Raven's Quicksand (↘↙↘↙) with a Rocket Uppercut (↖↗↖↗) for an easy 50% combo. It may take some time to recognize the animations for his moves, but that's just a matter of time. You'll soon realize that the majority of Raven's lows can be blocked on reaction. If you can keep Raven from coming in on JACK-5, it will be that much easier to capitalize on blocked moves.

JACK-5 vs. Roger Jr.

The same concept applies to this match-up, but it's easier to execute because of Roger Jr.'s limited range. There is absolutely nothing Roger Jr. can do to keep JACK-5 from spacing him out. JACK-5 can hit him low and run away for the entire match. As frustrating as it is for Roger Jr., JACK-5 has to keep working for this safety distance. Keep Roger in check with the Machine Gun Blast (↖↗), and the match should be looking good for JACK-5. Just don't let him in and there won't be any problems. There's not much Roger Jr. can do to punish JACK-5's moves, either. Right Upper (↖↗) is relatively safe against Roger Jr., and so is Rocket Uppercut (↖↗↖↗). Roger Jr. does have some moves that could punish JACK-5, but the risk is definitely worth overlooking.

Bad Match-Ups

JACK-5 vs. Nina Williams

Nina is JACK-5's worst nightmare. She can pressure JACK-5 with jab variations all day, and there's not much he can do about it. Her mid jabs cannot be crushed with anything rewarding, so you either have to wait until she makes a mistake or risk half your life bar to pull a stunt. Of course, you'll be expected to play defensively by outspacing Nina. The only problem is Nina can do it too, and more effectively. To win this match, you'll have to take outrageous risks and hope you guess correctly. Avoid using JACK-5's Right Upper (↖↗) at all costs, because Nina can easily punish it with her Siren's Kiss (↖↗). Rely more on JACK-5's throw game, and try to sneak in as many Machine Gun Blast (↖↗) hits as possible. This is a match that tests your patience to the extreme. Just remember to capitalize on every opportunity that's given to you.

JACK-5 vs. Bryan Fury

Bryan can constantly pressure JACK-5 with moves that give him frame advantage on block. His Chopping Elbow (↖↗), for example, can be abused all day to limit JACK-5's spacing. It's very risky for JACK-5 to sneak in his low hits because of Bryan's Orbital Heel Kick (↖↗). He has little resistance against a patient jabber, but that doesn't mean he can't fight back. Use the Atomic Shoulder Tackle (↖↗) to strike fear into a jab-happy Bryan. JACK-5 could go on the offensive after a well-timed Killing Uppercut (WR↖↗) and seal the round with a damaging throw. This is a mind-game match-up, and if you guess right a couple times, JACK-5 will most likely come out on top. Never forget the amount of damage JACK-5 can deal, because that will be the equalizer. Avoid using the Machine Gun Blast (↖↗) too much, and rely more on reading your opponent's next move.

JACK-5 vs. Steve Fox

This match-up is all about dealing with Steve's Left Right Left (↖↗↖↗). Unlike Nina, Steve is more limited as to what he can throw out. In general, Steve gives JACK-5 a lot of small opportunities, but that's only if he decides to attack. The problem with this match-up is that it's too hard for JACK-5 to get in on a defensive Steve. Sneaking in a low hit or a throw is much more difficult than it sounds, especially against Steve. The risk is greater than the reward, and this becomes problematic in high-level play. Sure, JACK-5 can also give Steve trouble coming in on him, but the difference is that Steve is simply faster, and much safer. The pressuring is still there, even with JACK-5's crush moves, and you will often feel hopeless trying to chip back at Steve's life bar. This is not a one-sided match, however. With enough patience, JACK-5 can hold his own.

Weaknesses

Unfortunately, JACK-5 has many weaknesses that can be exploited by seasoned players. His biggest problem lies in the slow recovery of his moves. The majority of JACK-5's moves are just as risky as they are damaging. It is especially troubling against characters like Nina or Steve, because they can constantly pressure JACK-5 into throwing out highly punishable moves. The fact that JACK-5 does not have a punch parry means he must rely on his risky crush moves and spacing game. JACK-5 may even seem hopeless at times, when cornered by an 8-frame jabber. In situations like these, JACK-5 is limited to reading his opponent's next move, because he has nothing safe to rely on. In other words, to win with JACK-5, you must completely outplay your opponent. Without a doubt, JACK-5 will encounter a lot of bad match-ups, but that doesn't mean he'll always lose. It just means you need to capitalize on every opening you get, and follow up with another attack before your opponent can fully recover. It takes a lot of work, but it can be done with enough patience and commitment. A lot of times you will find yourself waiting for a whiffed attack or a punishable move to start off JACK-5's game. This is another downside, because JACK-5 relies so much on punishing the mistakes of your opponent. At high-level play, it is rather easy to see the limitations of JACK-5's game. The majority of JACK-5's moves can be easily sidestepped or sidewalked right, leaving him open to easy retaliation. With that said, JACK-5 is an overall defensive character with damaging moves and combos. Avoid taking unnecessary risks, and rely on moves that are safe on block. One successful move will lead to another, so you might as well start with something safe. Always keep in mind that JACK-5 is a character who only works if you do.



Wall Strategy

JACK-5's wall game consists of quite a few moves that give advantage on block. His Piston Gun Assault (↖↗) is a win/win situation on hit or block. Machine Gun Blast (↖↗) and Atomic Shoulder Tackle (↖↗) can be used to keep opponents from attacking. Once an opponent is knocked down near the walls, JACK-5 can easily keep them there with moves like Granite Stomping (↖↗↖↗) or Megaton Earthquake (↖↗). Command throws should be used often, to prevent people from just holding back. Lift Up Megaton Hit (↖↗↖↗) is especially deadly, because it leaves a wall stun or opponents for a guaranteed Atomic Shoulder Tackle (↖↗). Also, Machine Gun Blast (↖↗↖↗↖↗) catches a lot of people off-guard who aren't used to blocking the string. If the last hit of Machine Gun Blast (↖↗) first hit only is not blocked, the Megaton Punch is guaranteed for yet another wall stun. When JACK-5 is near the walls, the rewards are much greater than the risks. You will find the walls to be an integral part of JACK-5's overall game.



After the grueling battle between Kazuya and Heihachi Mishima, Kazuya's son Jin Kazama took flight, leaving Honmaru behind. He was overwhelmed by an evil presence and lost consciousness.

Jin woke to an unknown voice and saw a mountain forest, which appeared to have been ravaged by a giant tornado. However, Jin had no doubt that he was responsible for the destruction. Upon returning to Yakushima, Jin was plagued by recurring nightmares. Jin could feel the influence of the devil gene growing stronger.

"It is only a matter of time before I am completely overcome by the devil gene." Although he had no direction, Jin began his journey, guided only by fate...

Jin Kazama

Fighting Style / Karate

Country of Origin / Japan



Player 1 Costume



Player 2 Costume



Alternate Costume

Items

Head



Head - Headphones
60,000 G
Both Outfits - No



Head - Halo
300,000 G
Both Outfits - No



Head - Metrossexual Hairstyle
80,000 ■
Both Outfits - Yes



Head - Baseball Cap
200,000 G
Both Outfits - No



Head - Painted Hood
300,000 G
Both Outfits - No

Face



Face - Intellectual Glasses
120,000 G
Both Outfits - No



Face - Sunglasses
60,000 G
Both Outfits - No



Face - Orange Sunglasses
60,000 G
Both Outfits - Yes



Face - Detective Sunglasses
150,000 G
Both Outfits - No



Face - Demon Mask
500,000 ■
Both Outfits - No

Upper Body



Upper Body - Chain Bracelet
150,000 G
Both Outfits - No



Upper Body - Wings
500,000 G
Both Outfits - No



Upper Body - Towel
30,000 G
Both Outfits - Yes



Upper Body - Expander
60,000 G
Both Outfits - No



Upper Body - Stopwatch
30,000 G
Both Outfits - No

Lower Body



Lower Body - Red Handkerchief
30,000 G
Both Outfits - No



Lower Body - Leg Chains
200,000 G
Both Outfits - No



Lower Body - Shin Guards
40,000 ■
Both Outfits - Yes



Lower Body - Sports Drink
60,000 G
Both Outfits - No



Lower Body - Dummbells
120,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Purple
8,000 G

Color - Plum
8,000 G

Color - Light Blue
8,000 G

Player 2 Colors

Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Orange
8,000 G

Color - Plum
8,000 G

Color - Light Blue
8,000 G

Move List

Move	Command	Properties	Damage	Notes
Left Right Combo	↺ ↻	H, H	7, 12	
Left Right Axe Kick	↺ ↻ ↻	H, H, M	7, 11, 25	
Left Right to Spinning Hook Kick	↺ ↻ ↻	H, H, H	7, 12, 22	
Kazama Style 5 Hit Combo	↺ ↻ ↻ ↻ ↻	H, H, M, M, L	6, 10, 10, 10, 10	Stuns
Feint Kick Combo	↺ [↻ ↻] ↻ ↻	H, M, M	6, 22, 13	Knockdown
Left Jab to Left Low Kick	↺ ↓ ↻	H, L	7, 7	
Double Thrust Roundhouse	↻ ↻ ↻	H, M, M	9, 10, 18	
Double Thrust Low Trick Kick	↻ ↻ [↻ ↻]	H, M, L	9, 10, 15	Knockdown
Switch Blade	↻ ↻	H, H	9, 14	Knockdown
Spinning Flare Kick	[↻ ↻]	M	28	Knockdown
Median Line Destruction	↻	M, M, M, ■	5, 5, 5, 7	Staggers
Right Elbow	→ ↻	H	12	
Left Roundhouse	→ ↻	■	16	
Stinger	→ [↻ ↻]	M	22	Knockdown
Heat Seeker	→ [↻ ↻] ↻ ↻	M, M	22, 13	Knockdown
Front Thrust Kick	→ ↻	M	21	Crumple on Counter Hit
Double Chamber Punch	→ ↻	H, H	10, 21	Knockdown
Thrust to Roundhouse	↘ ↻ ↻	M, M	12, 18	
Thrust to Low Trick Kick	↘ ↻ [↻ ↻]	M, L	12, 15	Knockdown
Uppercut	↘ ↻	M	15	Stuns
Left Sidekick	↘ ↻	M	15	
Bade Kick	↘ ↻	M	33	Knockdown
Corpse Thrust	↓ ↻	M	24	Knockdown
Knee Popper to Sidekick	↓ ↻ ↻	L, M	7, 10	
Right Sweep	↓ ↻	L	15	
Double Lift Kick	↓ ↻	M, H	5, 15	Launcher
Savage Sword	↙ ↻ ↻ ↻	M, H, M	12, 15, 21	Crumple Slun
Right Low Roundhouse	↙ ↻	L	15	
Left Spinning Back Kick (2)	↙ ↻	H	21	Knockdown
Right Backfist to Left Roundhouse	← ↻ ↻	H, M	12, 21	Knockdown
Left Crescent to Low Roundhouse	← ↻ ↻	H, L	15, 15	
Spinning Sidekick	← ↻	M	18	Knockdown
Power Stance	← ↻			
Avenger	↘ ↻ (← ← to cancel)	f	100	Knockdown

Move	Command	Properties	Damage	Notes
Front Jump Kick	↑ ⊕ (or ↗ ⊕)	M	13	Launcher
Evading Middle Strike	↗ ⊕	M	18	
Spinning High Kick	↗ ⊕	H	30	Knockdown
Demon's Paw	→ ⇨ ⊕	M	24	Knockdown
Right Axe Kick	→ ⇨ ⊕	M	19	
Left Axe Kick	→ ⇨ ⊕	M	25	Knockdown
Kazama Style 6 Hit Combo	→ ⇨ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, H, M, M, L	25, 5, 10, 10, 10, 10	Knockdown
Evil Intent	← → ⊕ ⊕ ⊕	M, H, M	18, 10, 24	Knockdown
Thrusting Uppercut	→ ☆ ↓ ⊕	M	22	Launcher
Right Roundhouse Punch	→ ☆ ↓ ⊕	H	25	Knockdown
Lunging Low Roundhouse Kick (L.L.R.K.)	→ ☆ ↓ ⊕	L	18	Knockdown
L.L.R.K. to Spinning Flare Kick	→ ☆ ↓ ⊕ ⊕	L, M	18, 21	Knockdown
Crouching Uppercut	While rising ⊕	M	15	Launcher
Left Spinning Back Kick	While rising ⊕	H	28	Knockdown
Twin Lancer	While rising ⊕ ⊕	M, M	10, 16	
Mental Alertness	⊕			

Mental Alertness

Move	Command	Properties	Damage	Notes
Mental Alertness (2)	← ⊕			
Left Drill Punch	During Mental Alertness(2) ⊕	M	22	Staggers
Suigetsu Strike	During Mental Alertness(2) ⊕	M	24	Crumple Stun
Spinning High Kick	During Mental Alertness(2) ⊕	H	30	Knockdown
Right Sweep (2)	During Mental Alertness(2) ⊕	L	15	Knockdown

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo	→ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, L, M, H, M, M, M, H, L, H	12, 7, 7, 10, 8, 8, 8, 10, 18, 25	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Double Face Kick	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Over the Shoulder Reverse	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Shoulder Flip	Approach from left side ⊕ (or ⊕)	M	43	⊕
Over the Limit	Approach from right side ⊕ (or ⊕)	H	40	⊕
Pivoting Hip Throw	Approach from behind ⊕ (or ⊕)	H	50	
Tidal Wave	Approach enemy ↘ ⊕	H	40	⊕
Complicated Wire	Approach enemy ↓ ↘ ⊕	H	35	⊕
Parry	Time with enemy attack ← ⊕ (or ← ⊕)			

Top Ten List

Thrust to Roundhouse

Overall, this is Jin's best poke. It is safe, mid, and guaranteed on counter hit. If the opponent blocks this move, it keeps Jin in his ideal spacing to continue his offense. If $\triangle + \square$ hits \blacksquare a non-counter hit, you can continue the string or mix it up with a throw or a low attack.

Switch Blade

This is Jin's best punisher. When an opponent whiffs a move, you can use this to retaliate. It is relatively fast and safe on block, but if the opponent ducks, you can be punished with a White Rising move. Once it hits, you can follow up with a $\downarrow + \square$. Or if they decide to quick roll away from you, you can do a $\triangle + \square + \square + \square$ to catch their quick roll.

Crouching Uppercut

This is a mid hitting juggle starter that's used to punish high attacks on duck and to punish whiffs. It is not safe on block. Each character receives free jabs if they block this move. Even though it is not safe on block, the reward far outweighs the risk because you receive a 40-45% juggle on hit. This move also has a large hit box. The range of this move is very deceiving. It can hit some characters more than half a screen away.

Front Jump Kick

This is a new move for Jin in *Tekken 5*. \blacksquare is a hop kick that juggles on hit. (Even though most characters have a hop kick, Jin lacked one until now.) Front Jump Kick is relatively fast and has deceiving range. Use this move when an opponent likes to duck on you. It is unsafe on block, but much like Jin's Crouching Uppercut, the reward far outweighs the risk.

Left Jab to Left Low Kick

This is another new move for Jin in *Tekken 5*. $\triangle + \downarrow + \square$ is a high punch into a low kick. On block, it is relatively safe. This move should not be abused, but only used as a low poke and to end matches when health is low. This move can set up Jin's mid hitting juggle starters, because your opponent will start to duck on anticipation of the low poke.

Evil Intent

The replacement for Jin's Laser Scraper, this is best used in a juggle. It should be used sparingly as a poke, because the second hit can be ducked and punished, and the last hit can be sidestepped easily.

Tidal Wave

This is Jin's best throw. Jin lifts his opponent up and slams them down into the ground. You can get a Right Sweep ($\downarrow + \square$) after the throw, or you can go into your ground game. This throw requires a \triangle escape and comes out extremely fast. It can be buffered off a blocked move or from a string.

Suigetsu Strike

Another new move in Jin's arsenal, this is performed out of Jin's new stance. It parries punches and causes a double-over stun that can be escaped. If the opponent does not escape the stun, you can follow up with a juggle starter for some major damage. It is unsafe on block. Most characters can get free jabs on block. If the move hits and it does not parry a punch, it knocks down and you may follow up with a Right Sweep ($\downarrow + \square$).

Double Thrust

This move has been modified from the *Tekken 4* version. It no longer "sucks the opponent" in on block. It now pushes far away and does not allow Jin to keep his pressure on the opponent, as was the case in *Tekken 4*. Even though this move is not as good as it was on block, it still has the same priority and properties on hit, which makes it one of Jin's better moves. This move is best used as a poke.

Demon's Paw

This move has always been one of Jin's better moves, from *Tekken 3* to *Tekken 5*. It is a mid hitting lunging punch. On hit, it launches the opponent across the screen. It is safe on block and does good damage. The range on this move is deceiving and can catch people by surprise. You can use this move to keep an opponent away or to punish one that ducks. You should use this move sparingly, because it can be sidestepped easily.

Top Ten List

Thrust to Redhouse



Overall, this is Jin's best poke. It is safe, mid, and guaranteed on counter hit. If the opponent blocks this move, it keeps Jin in his ideal spacing to continue his offense. If it connects as a non-counter hit, you can follow up with a throw or mix it up with a throw or a low

Switch Blade



Crouching Uppercut



This is a mid hitting juggles that can be used for high attacks on duck and to safe on block. Each character receives a different reward for this move. Even though the reward far outweighs the risk, it is a 40-45% juggle on hit. This move is very useful in a box. The range of this move is very decent and hit some characters more than half a screen.


Front Jump Kick



This is a new move for Jin in *Tekken 5*. It is a hop kick that juggles on hit. (Even though most characters have a hop kick, Jin lacked one until now.) Front Jump Kick is relatively fast and has deceiving range. Use this move when an opponent likes to duck on you. It is unsafe on block, but much like Jin's Crouching Uppercut, the reward far outweighs the risk.

Left Jab to Left Low Kick



This is another new move for Jin in *Tekken 5*.  a high punch into a low kick. On block, it is relatively safe. This move should not be abused, but only used as a low poke and to end matches when health is low. This move can set up Jin's mid hitting juggle starters, because your opponent will start to duck on anticipation of the low poke.

Evil Intent



The replacement for Jin's Laser Scraper, this is best used in a juggle. It should be used sparingly as a poke, because the second hit can be ducked and punished, and the last hit can be sidestepped easily.

Tidal Wave



This is Jin's best throw. Jin lifts his opponent up and slams them down into the ground. You can get a Right Sweep (↓↘) after the throw, or you can go into your ground game. This throw requires a ↘ escape and comes out extremely fast. It can be buffered off a blocked move or from a string.

Suigetsu Strike



Another new move in Jin's arsenal, this is performed out of Jin's new stance. It parries punches and causes a double-over stun that can be escaped. If the opponent does not escape the stun, you can follow up with a juggle starter for some major damage. It is unsafe on block. Most characters can get free jabs on block. If the move hits and it does not parry a punch, it knocks down and you may follow up with a Right Sweep (↓↘↙).

Double T²



is move has been modified from the Tekken version. It no longer "sucks the opponent" in on the ground. Now it pushes far away and does not allow Jin to keep his pressure on the opponent, as was the case in Tekken 4. Even though this move is not as good as it was on block, it still has the same priority and can hit, which makes it one of Jin's better moves to be used as a poke.

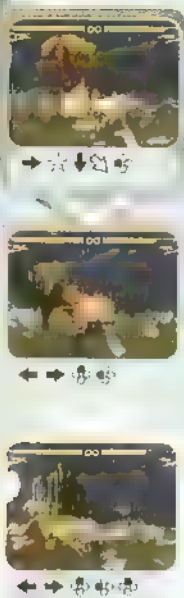
Der



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 Tekken 3 to Tekken
 It is a ... lunging ... On hit,
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Combos

Combo 1



Combo 2



Combo 3



Combo 4

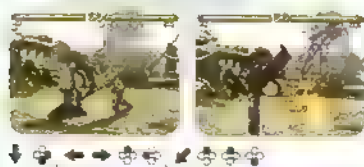


Combo 5

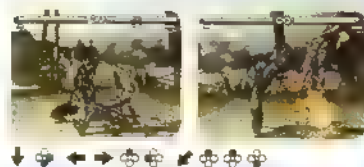


Parry Follow-Ups

Low Punch Parry



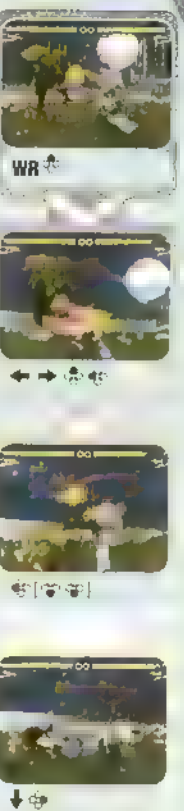
Low Kick Parry



Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Strengths

Even though Jin has been drastically changed from his *Tekken 4* incarnation, he is still a strong character. He no longer has a safe, unblockable juggle starter that you can sit on for 60% damage, so there is more risk involved in his play style. Jin's major strength is that he can play any style required. He has various ways to juggle an opponent. He can rush you down with his pokes, and he can play a defensive style with his parries and his good sidestep. In the end, Jin's best style is a defensive one. If you are facing a character who has a 10-frame jab, you will be able to use Jin's various pokes and strings to lock your opponent down. His Thrust to Roundhouse (↘↗) string is best used against these types of characters. You can keep your opponent at Jin's ideal distance if they block Thrust to Roundhouse. If ↘↗ connects, you can move in and continue with your strings and mind games. The main goal is to get your opponent on the ground. This way you can use Jin's (ground) mind games on get-up). Once your opponent is rising, you can use all of Jin's strengths. You can force your opponent into guessing what you are going to do. They do not want to get caught in your throw mix-ups, because they are very strong, so they may think about ducking. If your opponent does duck, you can anticipate this and do a mid-range juggle starter (which Jin has several variations of) and juggle them for half-life. An example of this strategy would be to knock an opponent down with his Tidal Wave (↘↗) throw. You can either follow up with a Right Roundhouse (↘↗) or start your mind games. If the opponent attempts to roll away, you can lift them as they roll with a Mid Thrust (↘↗), and juggle them with his Savage Sword (↘↗) on the float. If the opponent decides to wait on the ground, you can throw out a Right Axe Kick (↘↗) for a chunk of damage. If the opponent decides to get up ducking, you can juggle them with a Crouching Uppercut (WR↘↗), Front Jump Kick (↘↗) or Thrusting Uppercut (↘↗). An easy juggle that you can use after a juggle starter is ↘↗↘↗, then a Savage Sword (↘↗). This is a simple juggle that does major damage. You can also do these: Right Roundhouse Punch (↘↗↘↗) then Savage Sword, or ↘↗↘↗ then a full Evil Intent string (↘↗↘↗).



on Craig. Most of his strings will keep Craig blocking. An example of this would be ↘↗↘↗, then ↘↗. This string can keep Craig blocking and Jin's offensive flow going. Jin can abuse his high/mid parry against Craig, who finds it difficult to retaliate against. If Jin can parry one of Craig's long, slow recovering moves, he will be rewarded with a juggle. This makes it difficult for Craig to keep an offensive game on Jin, forcing him to play a defensive game. Craig can also be punished by Jin if he attempts his tackle. If Jin can anticipate the tackle, he can Front Jump Kick (↘↗) for a juggle.

Jin Kazama vs. JACK-5

This is a good match-up because Jin can crush JACK-5's ↘↗ which is JACK-5's best poke. If you can anticipate when JACK-5 will do a ↘↗, you will be able to juggle him every time. Also, JACK-5's moves are punishable on block. For example, Rushing Uppercut (↘↗) is punishable on block with a Switch Blade (↘↗). This limits what JACK-5 can use to attack you. Also, Jin can use his ↘↗ Parry against JACK-5 effectively. Many of JACK-5's moves have long recovery. If Jin can anticipate one of these moves and deflect it with his manual parry, he can follow up with a juggle starter (Front Jump Kick ↘↗, Thrusting Uppercut ↘↗). Crouching Uppercut (WR↘↗) is effective in this fight as well. Crouching Uppercut has long range, and it can space the fight out in your favor. If JACK-5 whiffs a move from a distance, Jin can still punish him with a Crouching Uppercut, when normally he would be unable to do so against a regular-sized character.

Weaknesses

Jin's weakness in a fight is against characters with 8-frame jabs. These characters can lock Jin down and make him block for the whole round. For example, Jin has a hard time against a character like Steve, who can just do his Left Right Left (↘↗↘↗) on you all day. It's hard for Jin to beat that string. His Crouching Uppercut (WR↘↗) gets interrupted, and his other high moves are easy to avoid. An opponent who has a good defensive mind will also give Jin problems. Since Jin's main advantage is his mind games/ground game, you have to get your opponent on the ground to be successful. Someone who can play a great defensive game can avoid this. Jin has few good low pokes that he can use to break a defensive player down. His Right Sweep (↘↗) does not have the range it did in *Tekken 4* and does not do great damage. His Left Jab to Left Low Kick (↘↗↘↗) poke does not do damage (even though it's annoying), and his Lunging Low Roundhouse Kick (↘↗↘↗) is slow and easy to see. Jin will have to rely on throws to get somebody with a good defensive mind. In the end, someone who plays a defensive style will be difficult to break. Another disadvantage is that most of Jin's good punishing moves are punishable if they are blocked. Many characters can just stand and block, waiting for Jin to make a mistake. Or they can throw out a punishable move and retaliate. It is difficult to break down a defensive player because of Jin's lack of low moves. Another major weakness is that Jin does not have many "frame traps" in his arsenal. It's difficult to keep his offensive flow going because of the lack of frame advantage on his moves. In *Tekken 4*, his Double Thrust (↘↗↘↗) gave advantage on block, but this has been taken away with nothing to replace it.



Jin Kazama vs. Yoshimitsu

In this match-up, Yoshimitsu has a difficult time punishing Jin. On block, he may only get jabs as a punisher. Also, if Jin whiffs a move, Yoshimitsu doesn't have much to retaliate with. If he is at a distance, he has Fubuki (↘↗↘↗), or if he's relatively close, he can juggle you with WR↘↗ or Rising Knee (↘↗). Yoshimitsu also has a hard time moving in on Jin once Jin gets into his preferred spacing. Thrust (↘↗) is a great tool in this fight. It does not allow Yoshimitsu to move in on you, because it pushes him out and has long range. Jin can also stop all of Yoshi's while crouching mind games. All Jin has to do is Front Jump Kick (↘↗) once he views Yoshimitsu ducking in front of him. Most Yoshimitsu players like to mix up WC↘↗ with the sword sweep. Yoshimitsu cannot do this against Jin, and it really limits what he can do.

Bad Match-Ups

Jin Kazama vs. Steve Fox

This is by far the hardest fight for Jin in *Tekken 5*. In *Tekken 4*, Jin had the luxury of waiting for a Laser Scrapper opportunity to punish Steve. However, in *Tekken 5*, he does not have that option. On block, Steve is very, very safe against Jin. Steve can throw out almost anything without worrying about getting punished for it. Steve's 8-frame jabs also give Jin a major headache. If Jin decides to start an offensive flow on Steve, he is going to get hit by Counter Hit Left Right Left (↘↗↘↗). Jin also has a hard time avoiding Steve's lows. Since Steve's jabs force you to block, his ↘↗ becomes that more effective. And you cannot use your best low crush (Front Jump Kick (↘↗)), because Left Right Left will knock you out of it. Even if Jin does block this move, the most he can punish it with is a WR↘↗.

Jin Kazama vs. Paul Phoenix

This is another difficult match-up for Jin. Paul is one of the best characters in *Tekken 5*. His jabs, like Steve's, keep Jin in a blocking state. This allows Paul to keep the pressure on Jin all times. Also, Paul's Phoenix Smasher (↘↗↘↗) is very difficult for Jin to punish. At max range, a blocked Phoenix Smasher is safe against Jin. However, if it is done up close, Jin can get a Front Thrust Kick (↘↗) on block. Paul can also punish Jin quite severely after blocking his juggle starters. He can punish with his Wrecking Ball (↘↗) or a Shoulder Smash (↘↗), to knock Jin down and get him into a mind game situation. That's where Paul is best suited. Paul has the same strengths as Jin, but he does not have any of the weaknesses. Paul is safe, damaging, and has a great mind game. In 10 matches, Jin will lose 8.

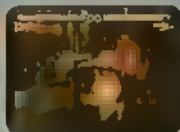
Jin Kazama vs. Nina Williams

This is one of the most difficult match-ups in *Tekken 5* for Jin. With her special sidestep maneuvers, Nina can avoid anything that Jin dishes out. She can lock Jin down with her constant strings of pokes. Jin finds it difficult to break her offensive flow. Her 8-frame jabs keep him at bay. As stated before, characters with fast jabs will give Jin a major headache. In this match-up, Jin has to hope that the Nina player makes a mistake and whiffs a move so he can punish it. Jin can try to use his parries against her strings, but most of her strings have a short recovery time and you won't get much in return for the parry.

You'll need to duck a high string and get a Crouching Uppercut (WR↘↗) in retaliation. In a match-up between an expert Nina player and an expert Jin player, Nina will win 8 out of 10 games.

Wall Strategy

Jin does not have a particularly strong wall game. However, like all characters in the game, he does have some damaging wall combos. An example of this would be (near the wall) juggle starter ↘↗↘↗ (wall hit) Left Right Axe Kick (↘↗↘↗), Right Axe Kick (↘↗). This is a damaging wall combo. If you have your opponent against the wall, there are some strategies that you can use. If your opponent likes to duck when they are near the wall, you may do Median Line Destruction (↘↗), which causes a stun against the wall that you can follow up with a throw attempt. The throw can be ducked or interrupted, but you can punish your opponent for doing this by doing Median Line Destruction again or Front Jump Kick (↘↗). If you connect with Median Line Destruction and it causes its normal effect but you are near the wall, an opponent cannot duck a throw attempt. They must stay in the throw. Overall, Jin's wall game is not the best in the game, but it is not the worst either. Jin should fight in the middle of the stage, rather than near the wall.



Good Match-Ups

Jin Kazama vs. Craig Marduk

In this match-up, Jin has the upper hand because most of Craig's moves are punishable or can be sidestepped. Jin can get a Switch Blade (↘↗) on most of Craig's blocked moves. Also, Craig's moves like to abuse Knee Slicers (↘↗) as a main poke. Jin can punish this by either blocking it or using his Front Jump Kick (↘↗) as a low crush. Another advantage is that Jin can keep the pressure

Julia Chang, disappointed that she was unable to recover the reforestation data during the King of Iron Fist Tournament 4, returned home and resumed her research.

Each time her research hit a dead end, she was reminded of the data that she was unable to retrieve. At that point, she received a letter addressed to her in a foreign language.

Attached was an announcement of the King of Iron Fist Tournament 5. In order to fulfill her hopes for forest rejuvenation, Julia decided to enter the tournament.

Julia Chang

Fighting Style / Kung Fu (Xing Yi-based)

Country of Origin / USA



Player 1 Costume



Player 2 Costume

Items

Head



Head - Headdress
500,000 G
Both Outfits - No



Head - Steer Skull
300,000 G
Both Outfits - No



Head - Cowboy Hat
80,000 G
Both Outfits - Yes



Head - Short Hair
500,000 G
Both Outfits - No



Head - Hunting Cap
300,000 G
Both Outfits - No

Face



Face - No Hair Band
120,000 G
Both Outfits - No



Face - Corsage
60,000 G
Both Outfits - No



Face - Circlet
50,000 G
Both Outfits - Yes



Face - Sunglasses
60,000 G
Both Outfits - No



Face - Earrings
30,000 G
Both Outfits - No

Upper Body



Upper Body - Axe
200,000 G
Both Outfits - No



Upper Body - Dreamcatcher
30,000 G
Both Outfits - No



Upper Body - Squirrel
40,000 G
Both Outfits - Yes



Upper Body - Camera
120,000 G
Both Outfits - No



Upper Body - Bag
150,000 G
Both Outfits - No

Lower Body



Lower Body - No
150,000 G
Both Outfits - No



Lower Body - No
60,000 G
Both Outfits - No



Lower Body - No
30,000 G
Both Outfits - No



Lower Body - No
60,000 G
Both Outfits - No



Lower Body - No
200,000 G
Both Outfits - No



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Purple
8,000 G



Color - Light Blue
8,000 G



Color - Brown
8,000 G



Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Brown
8,000 G



Color - Light Blue
8,000 G



Color - Purple
8,000 G



Move List

Move	Commands	Properties	Damage	Notes
G-Clef Cannon	↻↻↻	H, M, M	10, 5, 16	Launcher
Twine Impact	↻↻↻	H, M, M	10, 5, 31	Knockdown
G-Clef Cannon Bow & Arrow Kick	↻↻↻↻	H, M, L, M	10, 5, 12, 15	Knockdown
Machine Gun Punch	↻↻	H, M	10, 8	
Machine Gun Cannon	During Counter Hit ↻↻↻	H, M, M	12, 7, 16	Launcher
Machine Gun Low Kick	↻↻↻	H, M, L	10, 8, 10	
Machine Gun High Kick	↻↻↻	H, M, H	10, 8, 20	
Spin Behind	↻↻ (must hit)	H	12	Rolls behind enemy
Double Fist	During Spin Behind ↻	H	12	
Spinning Kicks Slash Uppercut	↻↻↻	H, L, M	20, 12, 21	Launcher
Triple Spinning Kick	↻↻↻	H, L, H	20, 12, ■	Knockdown on Counter Hit
Triple Spinning Low Kick	↻↻↻↻	H, L, L	20, 12, 10	
Buffalo Charge	↻↻↻↻↻	M, H, M	14, 16, 26	Knockdown
Wind Roll	↻ (or ↻↻)			
War Club	During Wind Roll ↻	H	15	Crumple on Counter Hit
Palm Explosion	During Wind Roll ↻	M	30	Knockdown
Hunting Tomahawk	During Wind Roll ↻↻	M, M	18, 25	Knockdown
Bow & Arrow Kick	↻↻	M, L, M	12, 12, 15	Knockdown
Rash Uppercut	→↻	M	15	Launcher
Palm Explosion	→ [↻↻]	■	31	Knockdown
Right Left Combo	→↻↻	H, H	12, 5	
Swift Step	→↻			
Lashing Arrow	→ [↻↻]	H	25	Knockdown
Swift Step Explosion	→↻↻	M	23	Knockdown
Deceptive Kick	→↻↻	L	15	Knockdown on Counter Hit
Shove It Up	→↻	M	28	Launcher on Counter Hit
Heavy Uppercut	↻↻ (↻ to cancel)	!	50	Launcher
Twisting Arrow	↻↻	M	10	
Slow Power Punch Combo	↻↻↻	M, M	7, 16	Launcher
Slow Power Punch to Low Kick	↻↻↻	M, L	10, 10	
Slow Power Punch to High Kick	↻↻↻	M, H	10, 20	
Low Blow	↻↻	M	16	
Left Knee	↻↻	M	17	
Mountain Crusher	↻↻↻↻↻↻	M, M, M	12, 10, 21	Knockdown
Left Knee Combo	↓↻↻	M, M	8, 12	

Move	Commands	Properties	Damage	Notes
Jamming Low Kick	↓ ⊕	L	8	
Sweep	↓ ⊕	L	10	
Razor's Edge	↓ ⊕ ⊕	L, M	10, 21	Launcher
Sweep Head Kick	↓ ⊕ ⊕	L, H	10, 23	
Sweep Low Kick	↓ ⊕ ↓ ⊕	L, L	10, 10	
Sweep Kick	↘ ⊕	L	12	
Double Sweep	← ⊕ ⊕	L, L	12, 10	
Heaven Shatter Kick	← ⊕	H	17	Crumple on Counter Hit
Twin Arrow	← ⊕	M	23	Crumple
Double Lift Kick	↗ ⊕ ⊕	M, M	14, 20	Launcher
Foot Stomp	↗ ⊕	M	35	Knockdown
Party Crasher	→ ⊕ ⊕	M	10	Knockdown
Elbow Skyscraper Kick	→ ⊕ ⊕ ⊕	M, M	10, 15	Knockdown
Lift Kick	→ ⊕ ⊕	M	15	Launcher
Raging River	→ ⊕ ⊕	H	28	Knockdown
Rapid Counter Attack	↓ ⊕ ⊕	M	14	Knockdown
Lightning Bolt	↓ ⊕ ⊕ ⊕	M, M	14, 21	Knockdown
Rapid Counter Attack to Wind Roll	↓ ⊕ ⊕ ⊕ (or ↓ ⊕ ⊕ ⊕)	M	14	Shifts to sidestep
Skyscraper Kick	While rising ⊕	M	15	Launcher
Tequila Sunrise	While rising ⊕	M	15	
Tequila Sunrise Elbow Smash	While rising ⊕ ⊕	M, M	15, 19	Knockdown
Tequila Sunrise Double Elbow	While rising ⊕ ⊕ ⊕	M, M, M	15, 19, 26	Knockdown
Tequila Sunrise Low Kick Slash Uppercut	While rising ⊕ ⊕ ⊕	M, L, M	15, 12, 21	Launcher
Tequila Sunrise Low High Kicks	While rising ⊕ ⊕ ⊕	M, L, H	15, 12, 23	
Tequila Sunrise Low Kicks	While rising ⊕ ⊕ ↓ ⊕	M, L, L	15, 12, 10	
Tequila Sunrise Combo	While rising ⊕ ⊕ ⊕	M, M, M	18, 5, 21	Knockdown
Tequila Sunrise Arrow Kick	While rising ⊕ ⊕ ⊕ ⊕	M, M, L, M	18, 5, 12, 15	Knockdown
Body Elbow	While crouching ↘ ⊕	M	20	
Spinning Sweep	While crouching ↘ ⊕	L	12	
Spinning Sweep Combo	While crouching ↘ ⊕ ⊕	L, M	12, 15	Knockdown
Sidestep Lightning Bolt	During sidestep ⊕ ⊕	M, M	18, 21	Knockdown
Handstand Kick	During sidestep ⊕	M, M	13, 18	Launcher
Welcome	⊕			

Throws

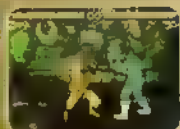
Move	Commands	Properties	Damage	Notes
Death Valley Bomb	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Side Slam	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Seesaw Toss	Approach enemy ↓ ↗ ⊕	H	10	⊕
Headlock Back Crusher	Approach from left side ⊕ (or ⊕)	H	40	⊕
Twisted Sister	Approach from right side ⊕ (or ⊕)	H	45	⊕
German Suplex	Approach from behind ⊕ (or ⊕)	H	50	—
Calf Branding	Approach from behind ⊕ ⊕ (or ⊕ ⊕)	H	55	—
Arm Lock Suplex	Approach enemy ↘ ⊕	H	37	⊕
Waist Suplex	Approach enemy ↘ ⊕	H	35	⊕
Mad Axes	Approach enemy ↓ ↗ ← → ⊕	H	42	⊕
Cross Arm Suplex	Approach enemy ↓ ↗ ↓ ↗ ⊕	H	45	⊕
Wild Stallion	Approach (crouching enemy) ↓ ⊕	M	40	⊕
Bulldog	Approach (crouching enemy) ↓ ⊕	M	40	⊕

10 Hit Combo

Move	Commands	Properties	Damage	Notes
10 Hit Combo 1	↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪	H, M, M, H, L, H, M, H, L, M	8, 6, 6, 6, 6, 6, 6, 7, 8, 25	Knockdown
10 Hit Combo 2	↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪	H, M, M, H, L, H, M, L, M, M	8, 6, 6, 6, 6, 6, 7, 5, 5, 30	Knockdown
10 Hit Combo 3	↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪ ↪	H, M, M, H, L, H, M, M, L, M	8, 6, 6, 6, 6, 6, 7, 7, 10, 25	Knockdown

Top Ten List

1 Party Crasher



↪ ↪ ↪

Party Crasher is what makes Julia really annoying. It is a forward lunging punch that knocks the opponent down on any hit. The good part for Julia is that it is incredibly safe, and it creates a huge wall stun when used in conjunction with a wall. Party Crasher is not reversible, so you can do it over and over, and there is really nothing the opponent can do.

6 Lightning Bolt



↪ ↪ ↪

The Lightning Bolt is a quick two-hitting combo that is very hard to retaliate against. It is also a great combo ender, and does decent damage. The thing that makes Lightning Bolt essential is that you can delay the second hit, which will stun on counter hit.

2 Machine Gun Cannon



CH ↪ ↪ ↪

This is Julia's huge launcher when she connects on a counter hit. The best part about the Machine Gun Cannon is that when she doesn't connect with a counter hit, the third hit of this move doesn't come out. That makes the Machine Gun Cannon incredibly safe. You can use it whenever you want, without any repercussions.

7 Mad Axes



↪ ↪ ↪ ↪ ↪

This is your high-priority damaging throw. Mad Axes has a longer throw range than most characters' special throws have. The best way to use Mad Axes is to use a pre-canned string, and then stop the string one or two hits in and try for the Mad Axes. This will keep your opponent on his or her toes, because this throw strikes without warning.

3 Spinning Sweep Combo



WC ↪ ↪ ↪

The Spinning Sweep Combo is her best low option for cheap and fast damage. It looks like a quick low kick, going into a leaping backwards kick. The Spinning Sweep Combo is guaranteed when the first part hits, and it doesn't require a counter hit. Use a ↪ ↪ to hide the Spinning Sweep Combo, because it is a crouching move and some players might pick up on it.

8 Jamming Low Kick



↪ ↪

Julia's new quick low attack is very fast and chips away at the opponent's health. Use Jamming Low Kick between your poking strings. The reason this move is unique among her other low attacking moves is that she doesn't have to be fully crouching to do it.

4 Buffalo Charge



↪ ↪ ↪ ↪ ↪

Buffalo Charge is Julia's new three-string combo that works in very mysterious ways. It is known to be a great combo ender because of the high damage it produces. The second and more important option for Buffalo Charge is a combo that works off a ground stun hit against the wall. It doesn't look like all three hits should hit, but they certainly do.

9 Deceptive Kick



↪ ↪ ↪ ↪

This is a move that has a lot of start-up, but it has several options at the end of it. Julia can either go mid, high, or low. The Deceptive Kick ends Julia's dash with a turnaround kick that isn't expected. It's great for that last hit, or if you're lucky enough and land a counter hit, it will trip them off the ground and you can start a combo.

5 Lashing Arrow



↪ ↪ ↪

The Lashing Arrow used to be a different command, and it was never useful in a combo. Now, with the new command, it is ten times easier to put Lashing Arrow in a combo. This is also a high priority standalone move that strikes without notice. When Lashing Arrow hits as a ground hit, you can follow it with Shove It Up (↪ ↪) for a quick two-hit combo.

10 Skyscraper Kick



WR ↪

This is a very deceptive move that tricks your opponent into thinking you're crouching to do a low attack. Instead, you launch them into the air when you stand up. The Skyscraper Kick has excellent priority, and will stop most other moves from coming out. This will put the opponent on the ground right in front of you for the follow-up attack of your choice.

Combos

Combo 1



Combo 2



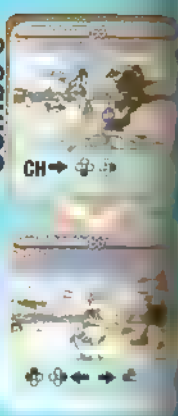
Combo 3



Combo 4



Combo 5



Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Bad Match-Ups

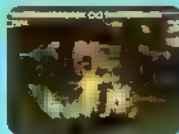
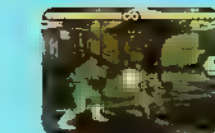
Julia Chang vs. Paul Phoenix

Paul has all the right tools to defeat any character on any portion of the screen. He is the king of punishing whiffed attacks with his Phoenix Smasher (↓↘→+P). Your Party Crashers (→↘+P) aren't going to do enough damage when you are doing them one by one. You have to take Paul to the edge of the screen, and keep pummeling him with Party Crashers near the wall. If you are lucky enough to get a wall stun, use Buffalo Charge (↘↘↘+P) to put the hurt on. Try one of your many throws against Paul, and make him guess the escape. This should be a staple when dealing with Paul, since he is so good at punishing moves.

Julia Chang vs. Wang Jialuo

Having some of the same moves ■ Julia Chang can be a burden sometimes, and this is one of those times. Julia is incredibly safe, and so ■ Wang. The difference between is that Wang has an excellent midscreen game, while Julia doesn't. The scenario is flipped when we talk about wall games. Wang can pack a punch anytime he gets the opponent against the wall. Having the ability to hit two Heavy Power Punches (↓↘↘+P) twice in a row will make Julia not want to get near a wall anytime soon. Use your Mad Axes throw (↓↘↘+P) frequently in the hopes that it will connect. Sidestep a lot, and try ■ keep Wang off-axis ■ that you can score free hits.

All Hwoarang has to do to win this fight is stay off-axis with Julia, because she ■ very linear. You will have to trim down Julia's arsenal to only two or three moves to deal with Hwoarang. Your best bet to track an off-axis opponent is to use Flash Uppercut (→↘+P) to launch the opponent. Use Spinning Sweep Combo (WC+P) to catch Hwoarang when he is in his crazy kick attack patterns. These are just a few tips to make your battle against Hwoarang a little more bearable.



Parry Follow-Ups

Low Punch Parry



↓↘↘+P → ↘↘↘+P → ↘↘↘+P → ↘↘↘+P



Low Kick Parry



↓↘↘+P → ↘↘↘+P → ↘↘↘+P → ↘↘↘+P

You can really boil down Julia's offensive game to two moves where she will be completely safe and can do a lot of damage in the process. Party Crasher (→↘+P) is her bread and butter, and often it puts your opponent exactly where they need to be. Characters who like to do fancy poking strings with big holes in them will eat ■ Machine Gun Cannon (CH+P) very often. The best part about the Machine Gun Cannon is that you can perform the full command, but if it doesn't hit on counter hit, the third part (which would be unsafe) won't come out. Use Party Crasher to get the opponent to the closest wall. Then, when you manage to get a wall stun with the Party Crasher, wall on them with Buffalo Charge (↘↘↘+P) for a heavy damaging four-hitter. Keep to the safest strategies and you should be fine.

Julia has very few weaknesses in Tekken 5. Her only problem is that characters can sidestep around her quite easily. She is very linear, but she can attack nonstop with her Party Crashers (→↘+P). Julia will have to readjust herself after every move if she doesn't want to be attacked or thrown from the side. She has a lot of strings, but she doesn't have the standalone damaging moves that her opponents have. She has to rely on getting her opponents to the wall and pummeling them there.

Julia has an excellent wall game. She can get her opponents to the closest wall off a simple launcher, and when they're wall stunned, she can pack a punch with her new three-hit combo. Buffalo Charge (↘↘↘+P) does excellent damage and can close off the ground when wall stunned. If the opponent tries to quick roll away and escape the wall trap, do a Party Crasher (→↘+P) to put them right back into the wall, where you can get more damage. The Party Crasher is the easiest way to restun them and put them back into your wall trap. Keep doing it as many times as it takes before you get a wall stun.

Good Match-Ups

Anna is very strong character to deal with. She is the queen of aggression. She has a few holes in her poking game, and that is where you are going to land all of your damage. Do Party Crashers (→↘+P) at midrange to force Nina to do something. If Nina gets in close, wait for her to do her first poking string. Then sneak in Machine Gun Cannon (CH+P) to do huge damage. She will start to play defensively after getting hit by a few of those. You want her thinking that you will counter hit her every time she tries to poke. Use Mad Axes (↓↘↘+P) whenever she isn't on the attack, and you should be somewhat in control of the match.

Anna has the same attack patterns as her sister Nina, and the same problems. Anna is prone to counter hits when throwing a barrage of attacks at the opponent. She's all about getting the opponent to the wall and doing mega damage. If you decide to take Anna to the wall, make sure she doesn't turn the tables on you and combo you into the wall. Stick with Party Crashers (→↘+P) and Machine Gun Cannon (CH+P) when in close, to limit yourself to safe moves. Try to keep it short and sweet to minimize chances for Anna to destroy you against the wall. Keep the battle midscreen and you should be fine.

Lee is another character with patterns that throw out attacks in succession. He is also a threat near any walls. Try to keep the match at your pace and midscreen. Throw out Party Crashers (→↘+P) to send Lee flying to the ground. Sidewalk, and he will have limited ability to launch you. If you catch him throwing out a barrage of attacks, throw out the first two hits of Machine Gun Cannon (CH+P). If you are lucky enough ■ get ■ counter hit, finish him off with the third hit, and then follow it up with your combo of choice. Keep knocking him down with Party Crashers, watch out for the launchers, and you should be fine.

During the King of Iron Fist Tournament 4, Kazuya Mishima, son of Heihachi Mishima and the one who possesses the devil gene, suffered a defeat at the hands of Heihachi, and later Jin at Honmaru.

When he finally regained consciousness, he was surrounded by a JACK-4 squad.

"G-Corporation! So they plan to take me out, too."

Kazuya teamed with Heihachi to fight off the successive waves of JACKs, until he saw his chance and left the Honmaru without Heihachi.

He morphed into a devil and took flight just as the Honmaru exploded. Kazuya, determined to exact revenge on those who betrayed him, decided to enter the King of Iron Fist Tournament 5.



Player 1 Costume



Player 2 Costume

Items

Head



Head - 50's Hairstyle
300,000 G
Both Outfits - No



Head - Windswept Hair
500,000 G
Both Outfits - No



Head - Long Hair
80,000 G
Both Outfits - Yes

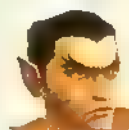


Head - Devil's Horns
200,000 G
Both Outfits - No



Head - Jin Hairstyle
300,000 G
Both Outfits - No

Face



Face - Elf Ears
200,000 G
Both Outfits - No



Face - Racketeer Glasses
60,000 G
Both Outfits - No



Face - Sunglasses
40,000 G
Both Outfits - Yes



Face - Third Eye
150,000 G
Both Outfits - No



Face - Mustache
120,000 G
Both Outfits - No

Upper Body



Upper Body - G Chain
30,000 G
Both Outfits - No



Upper Body - Yakuza Style
150,000 G
Both Outfits - No



Upper Body - Shoulder Plates
50,000 G
Both Outfits - Yes



Upper Body - Reaper Scythe
60,000 G
Both Outfits - No



Upper Body - Devil Wings
500,000 G
Both Outfits - No

Lower Body



Lower Body - Sneakers
60,000 G
Both Outfits - No



Lower Body - Harem
120,000 G
Both Outfits - No



Lower Body - Glove
30,000 G
Both Outfits - Yes



Lower Body - Pocket Watch
30,000 G
Both Outfits - No



Lower Body - Devil Tail
60,000 G
Both Outfits - No



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Purple
8,000 G



Color - Light Blue
8,000 G



Color - Brown
8,000 G



Color - White/Black
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Purple
8,000 G



Color - Gray
8,000 G



Color - Beige
8,000 G



Move List

Move	Command	Properties	Damage	Notes
Flash Punch Combo	↵ ↵ ↵	H, H, M	5, 6, 11	Knockdown
Left Right Combo	↵ ↵	H, H	5, 8	
Demon Slayer	↵ ↵ ↵	H, H, H	5, 8, 12	
Twin Fang Stature Smash	↵ ↵ ↵	H, H, L	5, 8, 10	
Demon Backhand Spin	↵ ↵	H, H	10, 12	
Front Kick to Jab	↵ ↵	H, H	18, 5	
Demon Scissors	[↵ ↵]	M, M	25, 17	Knockdown
Soul Thrust	→ ↵	■	■	
Right Splits Kick	→ ↵	■	27	Knockdown on Counter Hit
Glorious Demon God Fist	→ ↵	■	25	Crumple Stun
Soul Annihilator	→ ↵ → ↵	M, M	25, 18	Knockdown
Entrails Smash	↵ ↵	M	15	Stuns
Slaughter Hook	↵ ↵ ↵	M, H	15, 11	Knockdown
Slaughter High Kick	↵ ↵ ↵	M, H	15, 10	Launcher
Devastator	↵ ↵ → ↵	M, M	15, 12	Knockdown
Annihilating Fist	↵ ↵	■	21	Crumple on Counter Hit
Impaling Knee	↵ ↵	■	17	Crumple on Counter Hit
Tsunami Kick	↵ ↵ ↵	M, M	10, 18	
Lion Slayer	↵ ↵	M	23	
Slicing Low Kick	↵ ↵	L	12	
Stature Smash	↵ ↵	L	19	
Skull Splitter	← ↵	M	18	Knockdown on Counter Hit
Rampaging Demon	← ↵ ↵ ↵	M, H, M	12, 12, 22	Knockdown
Demon's Wrath	← ↵ ↵ ↵ ↵	H, H, L, M	17, 10, 12, 17	Knockdown
Roundhouse	← ↵	H	18	Crumple on Counter Hit
Lightning Uppercut	← ↵	!	40	Knockdown
Lightning Screw Uppercut	↵ ↵	!	80	Knockdown
Searing Edge	↵ ↵	M	25	Knockdown
Rising Sun	↵ ↵ ↵	M, L	25, 15	Knockdown
Roundhouse to Triple Spin Kick	↵ ↵ ↵ ↵	M, L, L, L	25, 15, 12, 25	Knockdown
Demon Cutter	→ ↵ ↵	M	23	Launcher
Left Splits Kick	→ ↵ ↵	■	25	Knockdown
Spinning Backfist	← ↵ ↵	H	25	Crumple on Counter Hit
Mist Step	→			
Rising Uppercut	→ ↵ ↵ ↵	H	23	Launcher

Move	Command	Properties	Damage	Notes
Dragon Uppercut	→ ☆ ↻ ⊕	M	29	Knockdown
Hell Lancer	→ ☆ ↻ ⊕	H	35	Knockdown
Spinning Demon	→ ☆ ↻ ⊕ ⊕	L, L	15, 12	Knockdown
Spinning Demon to Left Hook	→ ☆ ↻ ⊕ ⊕	L, M	15, 25	Knockdown
Rising Uppercut	→ ☆ ↓ ↻ ⊕	H	23	Launcher
Dragon Uppercut	→ ☆ ↓ ↻ ⊕	M	29	Knockdown
Hell Lancer	→ ☆ ↓ ↻ ⊕	H	35	Knockdown
Dragon Uppercut to Middle Kick	→ ☆ ↓ ↻ ⊕ (or → ☆ ↻) ⊕ ⊕	M, M	29, 20	Knockdown
Dragon Uppercut to Spinning Low Kick	→ ☆ ↓ ↻ ⊕ (or → ☆ ↻) ⊕ ⊕	M, L	43, 12	Knockdown
Spinning Demon	→ ☆ ↓ ↻ ⊕ ⊕	L, L	15, 12	Knockdown
Spinning Demon to Left Hook	→ ☆ ↓ ↻ ⊕ ⊕	L, M	15, 25	Knockdown
Leaping Sidekick	→ → → ⊕	M	30	Knockdown
Demon God Fist	While rising ⊕	M	25	Crumple Stun
Twin Pistons	While rising ⊕ ⊕	M, M	10, 15	Launcher
Tsunami Kick	While rising ⊕ ⊕	M, M	13, 18	
Tombstone Crusher	While crouching ↻ ⊕	M	23	Knockdown
Jaw Breaker	During sidestep ⊕	H	18	Knockdown
Oni Stomp	(While enemy is down) ↓ ⊕	L	21	

10 Hit Combos

Move	Command	Properties	Damage	Notes
10 Hit Combo 1	→ → ☆ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, H, H, M, M, L, H, M, M	7, 8, 6, 7, 6, 11, 5, 5, 8, 30	
10 Hit Combo 2	→ → ☆ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, H, H, M, M, L, L, M, !	7, 8, 6, 7, 6, 11, 5, 5, 25, 30	
10 Hit Combo 3	→ → ☆ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, L, M, M, L, M, !	7, 8, 7, 10, 12, 7, 5, 25, 30	

Throws

Move	Command	Properties	Damage	Notes
Double Face Kick	Approach enemy ↻ (or → ⊕)	H	35	⊕
Hip Throw	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Steel Pedal Drop	Approach from left side ⊕ (or ⊕)	H	40	⊕
Skull Smash	Approach from right side ⊕ (or ⊕)	H	40	⊕
Reverse Neck Throw	Approach from behind ⊕ (or ⊕)	H	50	-
Stonehead	Approach enemy → ⇨ ⊕	H	35	⊕
Ultimate Tackle	↓ (or ↻) ⊕	M	5	⊕
Ultimate Punch	During tackle ⊕ ⊕ ⊕ ⊕		25	⊕ or ⊕
Gates of Hell	Approach enemy ↻ ↻ ↓ ↻ ⊕	H	40	⊕

Top Ten List

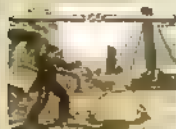
Rising Uppercut



→ ☆ ↓ ↘ ⊕

The Rising Uppercut (→ ☆ ↓ ↘ ⊕) is one of Kazuya's best moves. It launches the opponent into the air for one of many damaging juggles. It is very fast and powerful, and it has a completely safe recovery time when blocked.

Flash Punch Combo



⊕ ⊕ ⊕

The Flash Punch Combo (⊕ ⊕ ⊕) is a quick and powerful string that can be used to punish an enemy's move. It can also interrupt a wide variety of mid or high moves. Since the last hit pushes the opponent back, it is a very good string ■ use near a wall, because damaging wall combos can follow.

Twin Pistons



WR ⊕ ⊕

Kazuya's Twin Pistons is one of his best moves coming out of a crouching position. This move is best used when punishing an unsafe low move. ■ inflicts decent damage and launches the opponent for a combo.

Jaw Breaker



SS ⊕

Kazuya's Jaw Breaker is a fantastic move you can use to catch frequent pokers. It avoids most right-hand jabs and a lot of non-tracking moves. A hit with this can also ■ followed up by a quick Demon Scissor.

Spinning Demon to Left Hook



→ ☆ ↓ ↘ ⊕ ⊕

The second part of this move is a new addition to *Tekken 5* and will mix up many continuing *Tekken* players. This move works very well in juggles as a combo ender. It is also useful to mix up this move with the low version.

Tsunami Kick



↘ ⊕ ⊕

Tsunami Kick is a quick, mid-poking move. This is best used only with the first hit, unless it's used as a punisher for low moves or whiffed moves. Also good for ending juggle combos.

Stature Smash



↘ ⊕

The Stature Smash is one of Kazuya's best low moves. It's a good move to take that last little bit of energy off the opponent's life bar in a moment of suspense. It also has a rather long range, and it's a nice move if an opponent misses an attack.

Gates of Hell



↓ ↘ ↓ ↘ ⊕

This is Kazuya's new throw move. It is best used for punishing a low move or when ducking a high move. This move leaves the opponent on the ground facing away, so there are many potential openings for setting up the enemy for a damaging combo.

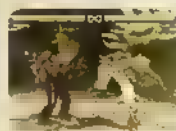
Rampaging Demon



← ⊕ ⊕ ⊕

Kazuya's Rampaging Demon, also new ■ *Tekken 5*, is the best juggle ender he has. It deals lots of damage and looks very stylish. The last hit of the string puts the opponent into a stun, which can be followed up with a combo.

Right Splits Kick



→ ⊕

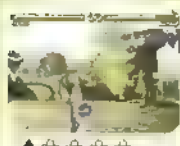
Kazuya's Right Splits Kick (→ ⊕) is a very good, damaging move. It knocks 27 points of damage off the opponent's bar, and if they crouch against it, they are stunned for a long time. During that time, a wide variety of moves are guaranteed, such as Kazuya's Tsunami Kick (↘ ⊕ ⊕).

Combos

Combo 1



→ ⊕



↑ ⊕ ⊕ ⊕

Combo 2



→ ☆ ↓ ⊕



⊕ ⊕



⊕ ⊕ ⊕

Combo 3



WR ⊕



⊕



⊕



→ ☆ ↓ ⊕ ⊕

Combo 4



→ → ⊕



→ ⊕ → ⊕

Combo 5



→ ☆ ↓ ⊕



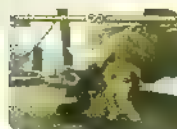
→ ☆ ↓ ⊕



⊕ ⊕ ⊕

Parry Follow-Ups

Low Punch Parry



⊕ ⊕ ⊕ ⊕ ⊕ → ☆ ↓ ⊕ ⊕



Low Kick Parry



⊕ ⊕ ⊕ ⊕ ⊕ → ☆ ↓ ⊕ ⊕



Combo 9



WR ⊕



⊕ ⊕

Combo 10

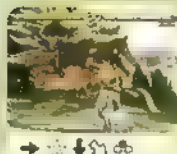


WR ⊕



⊕ ⊕

Combo 6



→ ☆ ↓ ⊕



⊕ ⊕

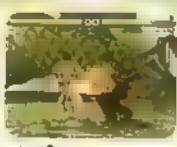


⊕ ⊕ ⊕

Combo 7



CH WR ⊕



⊕ ⊕

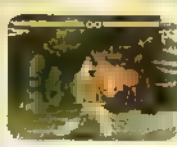


→ ☆ ↓ ⊕ ⊕

Combo 8



→ ☆ ↓ ⊕

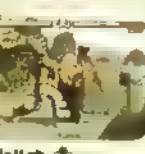


⊕ ⊕



→ ⊕ ⊕ ⊕

Combo 9



Wall → ⊕



Wall → ⊕



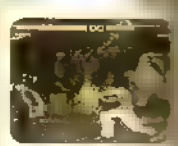
↓ ⊕



→ ☆ ↓ ⊕



⊕ ⊕



→ ⊕ ⊕ ⊕

Bad Match-Ups

Kazuya Mishima vs. Nina Williams

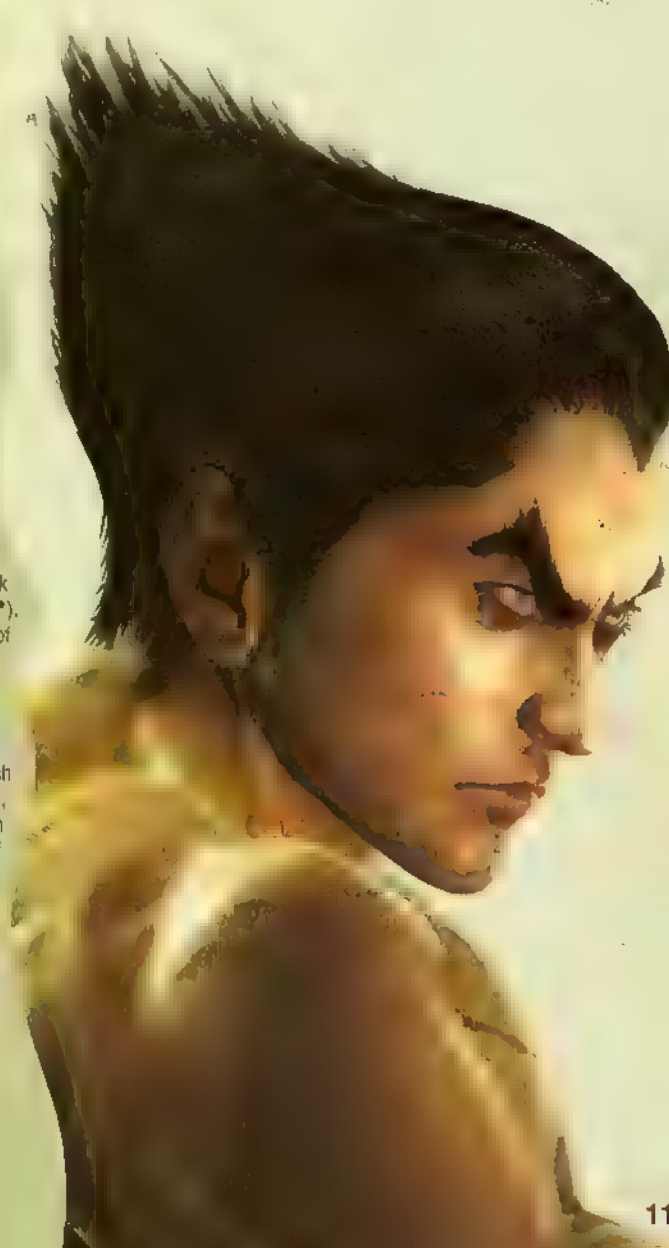
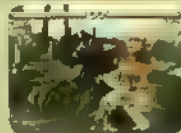
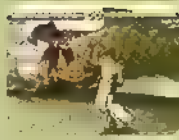
Nina is a horrible match versus Kazuya. Many of her moves are faster than Kazuya's, and she will chip away at your health. Her throws lead to many set-ups and can be very dangerous, because many of Kazuya's moves have a rather slow recovery. The only way to get in is to have a lot of good mid/low mix-ups and to interrupt Nina's attacks. Kazuya's Twin Pistons (WR + +) is a interrupting move if you anticipate a high string or a slow, low move. A well-timed Demon God Fist (WR +) will track a sidestep-happy Nina and put her into a stun.

Kazuya Mishima vs. Bryan Fury

Bryan is also a less than fair match-up. He has a very quick jab, and also a punch-parry that can lead to very damaging set-ups. Again, since most of Kazuya's good, quick moves include a punch, Kazuya can have a difficult time against a non-aggressive player. He will have to rely on throws and kick mix-ups, including Spinning Demon (+ + + +), Right Splits Kick (+ +), and Tsunami Kick (+ + +). Twin Pistons (WR + +) is good, but it may not be ideal against many of Bryan's low, long-range kick moves.

Kazuya Mishima vs. Steve Fox

Steve is one of Kazuya's worst match-ups. It is very difficult for Kazuya to get around someone who is constantly abusing Steve's British Edge Combo (+ + + +) and stance moves. If Kazuya plays aggressively versus an aggressive Steve, it is a very difficult match. Many of Steve's moves go "under" Kazuya's moves, and also take more priority. Steve also has a punch parry where he can get guaranteed hits, which hurts Kazuya because many of his good, quick moves are punch moves.



Kazuya's general strategy is based around power moves, and his most effective strategy is based around walls. Many of his strings and juggles hit the opponent far away, and that is useful for getting to the wall. Kazuya relies heavily on quick power moves, and he can be both a good defensive and offensive character. His Rising Uppercut (+ + + +) interrupts high and mid attacks and punishes whiffed moves. Many of his juggles off his combo launchers will lead to almost 50% combos, and can be followed with mix-ups that will leave the opponent confused. Most of Kazuya's strength lies in his ability to juggle. He is one of the characters with the most juggle opportunities in the game, and many of his moves lead to one.

Since Kazuya has a wide variety of power moves, they are also rather slow in recovering. Free hits are guaranteed after almost all of his moves. Since his moves are relatively quick to start, make sure that you are going to hit the opponent. Other than his Rising Uppercut (+ + + +) and Twin Pistons (WR + +), Kazuya lacks a good quick combo launcher. Mainly he has to rely on his quick power moves, which can leave him very open if it whiffs or the opponent sidesteps it. Having a good defense is an essential part of using this character. If you do not have a solid defense, you won't be very effective with Kazuya.

Most of his moves knock the opponent far back, and also give a wall when close to a wall. Kazuya's Right Splits Kick (+ +) is great for a wall stun. It slams the opponent to the ground, and a Oni Stomp is guaranteed. If you think an enemy is going to get up, Tsunami Kick (+ + +) will hit them and slam them back to the ground, and then you can throw out more follow-ups. Since most characters fear a mid move to the wall (which can put them into a wall stun), there is a lot of pressure. You can mix up a throw with Kazuya's Right Splits Kick (+ +). Following that, his Devastator (+ + + +) or Slaughter High Kick (+ + +) will be guaranteed, putting them into a wall stun.

Good Match-Ups

If you know Hwoarang's strings, you can easily interrupt a high part of the string with Kazuya's Twin Pistons (WR + +). Sidestepping counterclockwise and interrupting moves is a good strategy. Many of Hwoarang's attacks are mix-ups of high, mid, and low attacks. Your best bet is to back off so that you're out of reach, and when he sticks out an attack, use a quick move that will counter hit.

Jin has a lot of openings in his moves that you can punish with either Kazuya's Flash Punch Combo (+ + + +) or his Rising Uppercut (+ + + +). When blocking Jin's Lunging Low Roundhouse Kick (+ + + +), Kazuya can either stun with a Demon God Fist (WR +) or juggle with a hop kick (+ + +). Jin has many strings that can be ducked and punished, such as Switch Blade (+ +) and the second part of Intent (+ + + +).

Bruce is a rather good match against Kazuya. If you find a Bruce player who constantly abuses the Bruce Rush (+ + + +), all Kazuya has to do is sidestep clockwise, execute a quick Rising Uppercut (+ + + +), and Bruce will be in the air. A lot of Bruce's moves have a rather slow recovery time, so Kazuya's Flash Punch Combo (+ + + +) will be guaranteed. Many of Bruce's moves are most effective within a close range, so if you pressure him with a lot Tsunami Kicks (+ + +) and Rising Uppercuts (+ + + +), it shouldn't be a difficult match-up.

After defeating Craig Marduk in the King of Iron Fist Tournament 4 and avenging the death of his master, King, a masked pro wrestler who inherited the spirit of two champions, headed toward Marduk's hospital room to put an end to everything by killing him. Before he could deliver the finishing blow, King realized the foolishness of his desire for vengeance and walked away.

Upon returning home, King heard that Marduk, wearing a black jaguar mask, had declared his desire for a revenge match.

"I will not stand by and allow my mentor's name to be disgraced!"

King decided to face Marduk at the King of Iron Fist Tournament 5.

King

Shane Bowen | Pro Wrestler

King of Iron Fist | Marduk



Player 1 Costume



Player 2 Costume

Items

Head



Head - Fangs
120,000 G
Both Outfits - No



Head - Black Horns
200,000 G
Both Outfits - No



Head - Lion's Mane
60,000 G
Both Outfits - No



Head - Crown
300,000 G
Both Outfits - No



Head - Silver Mask
300,000 G
Both Outfits - No



Head - Armor King Mask
500,000 G
Both Outfits - No



Head - Cartoon Mask
500,000 G
Both Outfits - No



Head - Whiskers
30,000 G
Both Outfits - Yes



Head - Red Mohawk
120,000 G
Both Outfits - No



Head - Vale Tudo Mask
900,000 G
Both Outfits - Yes

Upper Body



Upper Body - Bamboo Sword
60,000 G
Both Outfits - No



Upper Body - Lei
200,000 G
Both Outfits - No



Upper Body - Iron Chain
40,000 G
Both Outfits - Yes



Upper Body - Missionary Collar
60,000 G
Both Outfits - No



Upper Body - Sombrero
60,000 G
Both Outfits - No

Lower Body



Lower Body - Leg-warmers
150,000 G
Both Outfits - No



Lower Body - Pointed Boots
30,000 G
Both Outfits - No



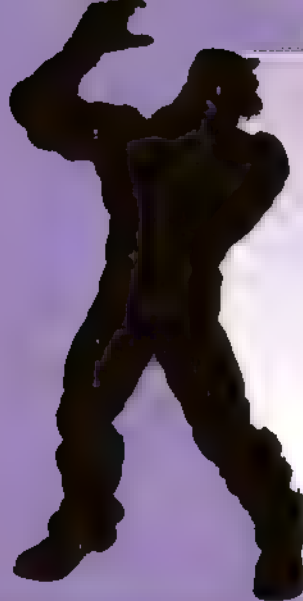
Lower Body - Championship Belt
80,000 G
Both Outfits - Yes



Lower Body - Leg Warmers
150,000 G
Both Outfits - No



Lower Body - Bat with Nails
30,000 G
Both Outfits - No



Player 1 Colors	Player 2 Colors
Color - Black/White 18,000 G	Color - Black/White 18,000 G
Color - Red 8,000 G	Color - Red 8,000 G
Color - Blue 8,000 G	Color - Blue 8,000 G
Color - Yellow 8,000 G	Color - Yellow 8,000 G
Color - Green 8,000 G	Color - Green 8,000 G
Color - Light Blue 8,000 G	Color - Brown 8,000 G
Color - Purple 8,000 G	Color - Purple 8,000 G
Color - Lime Green 8,000 G	Color - Light Blue 8,000 G

Move List












































































































































































































		Properties		
Palm Attack	⊕ ⊕	H, H	6, 15	
Palm Strike to Head Jammer	⊕ ⊕ ⊕	H, H, H	15, 30	Ends with a throw
Palm Strike III Jumping Power Bomb	⊕ ⊕ ↓ ⊕	H, H, M	6, 15, 45	Ends with a crouching throw
Palm Attack to Uppercut	⊕ ⊕ ⊕	H, H, H	6, 15, 10	
Palm Upper III Suplex	⊕ ⊕ ⊕ ⊕	H, H, M, H	6, 15, 10, 40	Ends with a throw
Palm Upper III Jumping Power Bomb	⊕ ⊕ ⊕ ↓ ⊕	H, H, M, M	6, 15, 10, 45	Ends with a crouching throw
Lead Uppercut	⊕ ⊕	H, M	10, 12	
Head Spinner	⊕ ⊕	M, M	18, 21	Knockdown
Jaguar Step	⊕			
Jaguar Step to Elbow	⊕ ⊕	■	15	Knockdown on Counter Hit
Jaguar Step III High Kick	⊕ ⊕	H	■	Knockdown
Jaguar Step to Mid Kick	⊕ ⊕ ⊕	M	■	Knockdown
Moonsault Body Press	⊕	I	25	Knockdown
Roll III Elbow Rush	→ ⊕ ⊕ ⊕	H, H, ■	14, 16, 21	
Front Kick	→ ⊕	M	18	Stagger on Counter Hit
Front Kick III DDT	→ ⊕ during hit ⊕	M	18, 20	
Rolling Sobat	→ ⊕	M	23	Staggers
Shadow Lariat	→ ⊕	H	■	Knockdown
Jaguar Lariat	→ ⊕ hold	I	■	Knockdown
Body Check	→ ⊕	M	21	
Shoulder Tackle	→ ⊕	■	40	Knockdown
Elbow Sting	↘ ⊕ ⊕	M, M	15, 12	
Smashing Hook	↘ ⊕	■	12	
Lasso Kick	↘ ⊕ ⊕	M, H	17, 15	Knockdown
Low Kick	↘ ⊕	L	15	
Frankensteiner	↘ ⊕	SM	15, 30	Knockdown
Lead Uppercut	↓ ⊕ ⊕	SM, ■	5, 13	
Corporate Elbow	↓ ⊕	M	21	
Stagger Kick	↓ ⊕ ⊕ ⊕	L, L, L	14, 7, 7	
Stagger Kicks (During Counter)	↓ ⊕ ⊕ ⊕ ⊕ ⊕	L, L, L, L, L	16, 7, 5, 4, 3	Knockdown Left or Back side only
Stagger Kick Spinning Uppercut	↓ ⊕ ⊕	L, M	10, 10	Knockdown
Crouching Low Kick	↘ ⊕	L	17	Knockdown on Counter Hit
Low Drop Kick	↘ ⊕	L	16	Knockdown

Quick Hook	← ⊕	H	13	Stuns on Counter Hit
Sidewinder	← ⊕	H	16	
Straight Arrow	← ⊕ hold	H	30	Knockdown on Counter Hit
Straight Arrow to V Driver	← ⊕ hold ↓ ⊕	H, M	30, 45	Ends in a Crouching throw
Toil Kick	← ⊕	H	23	Knockdown
Disgraceful Kick	← ⊕	H	20	Knockdown
Water Parting Chop	↖ ⊕	H	30	Staggers
Falling Heel Kick	↗ ⊕	M	25	Knockdown
Capital Punishment	↗ ⊕	M	35	Knockdown
Burning Knuckle	↗ ⊕ hold	!	45	Knockdown
Neck Cutter Kick	↗ ⊕	H	28	Knockdown
High Elbow Drop	↗ ⊕	M	35	Knockdown
Jaguar Straight	→ ⇨ ⊕	H	23	Knockdown
Rolling Elbow	→ ⇨ ⊕	M	20	
Clothesline Combo	→ ⇨ ⊕ ⊕	M, H	20, 25	Knockdown
Konvict Kick	→ ⇨ ⊕	M	24	Knockdown
Konvict Kick to DDT	During Counter Hit → ⇨ ⊕	M	28, 20	Knockdown
Flying Cross Chop	→ ⇨ ⊕	H	15	Knockdown
Exploder	→ ⇨ ⊕	H	25	Knockdown
Diving Body Press	→ ⇨ ⊕	M	30	Knockdown
Stomach Smash	→ → ☆ ⊕	L	6	Crumple on Counter Hit
Lay Off	→ → ☆ ⊕	M	0	
Jumping Knee	→ ☆ ↓ ⊕	M	37	Knockdown
Black Bomb	→ ☆ ↓ ⊕	M	28	Knockdown/Launches ☆ Counter Hit
Running Exploder	→ → → ⊕	M	40	Knockdown
Crouching Uppercut	While rising ⊕	M	20	Knockdown
Snap Uppercut	While rising ⊕	M	18	Launcher
Body Blow	While crouching ↘ ⊕	M	23	Crumple Stun
Leg Breaker	While crouching ↘ ⊕	L	21	Knockdown
Jaguar Thrust	During sidestep ⊕	M	22	Staggers
Deadly Boomerang	During sidestep ⊕	M	54	Knockdown
Atomic Blaster	Back towards enemy ⊕	!	50	Knockdown
Blind Kick	Back towards enemy ⊕	M	15	
Blind Kick to Neck Breaker	When Blind Kick hits ⊕	M	15, 20	Knockdown

10 Hit Combos

Move	Command	Properties	Damage	
10 Hit Combo 1	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, M, H, L, L, L, M, M	6, 15, 10, 6, 6, 5, 5, 5, 7, 21	Knockdown
10 Hit Combo 2	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, M, H, L, L, L, M	6, 15, 10, 6, 6, 5, 5, 5, 7, 16	Knockdown
10 Hit Combo 3	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, M, H, M, L, L, M, M	6, 15, 10, 6, 8, 10, 5, 5, 7, 21	Knockdown
10 Hit Combo 4	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, M, H, M, L, L, M, M	6, 15, 10, 6, 8, 10, 5, 5, 7, 16	Knockdown
10 Hit Combo 5	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, M, H, M, L, L, L	6, 15, 10, 6, 8, 10, 5, 5, 6, 30	Knockdown

Throws

Command	Properties	Damage	
Head Nut	Approach enemy  (or  )	H	35 
Suplex	Approach enemy  (or  )	H	35 
Argentina Backbreaker	Approach from left side  (or )	H	40 
Knee Crusher	Approach from right side  (or )	H	42 
1/2 Boston Crab	Approach from behind  (or  )	H	60 
Cobra Twist	Approach from behind  (or  )	H	60 
Stretch Buster	Approach from behind   	H	75 
Jumping Power Bomb	Approach (crouching enemy)   	M	45 
Driver	Approach (crouching enemy)   	M	45 
Arm Whip	Time with enemy right punch   		30 
Double Heel Hold	Time with enemy left kick   		25 
Leg Screw	Time with enemy right kick   		25 
Ultimate Tackle	While crouching 	M	5 
Ultimate Punch	During tackle    		25 
Cross Arm Lock	During tackle 		25 
Arm Twist	During Cross Arm Lock 		10 
Leg Cross Hold	During tackle 		20 
Stretch Combo	During Leg Cross hold 		30 
Figure Four Leg Lock	Approach enemy   	H	40  
Knee Bash	Approach enemy   	H	40  
Heel Buster	Approach enemy    	H	44 
Backline Press	Approach enemy     	H	45 
Tombstone Piledriver	Approach enemy   	H	58 
Bent Swing	Approach enemy      	H	65 
Tamahawk	   	H	40 
Shoulder Cracker	(Enemy on back) by the head    (or   )	M	28  or 
Leg Away	(Enemy on back) by the feet    (or   )	M	30  or 
Head Bomber	(Enemy on back) by the feet   	M	33  or 
Figure Four Leg Lock	(Enemy on back) by the feet   	M	33 
Turn Over	(Enemy on back) by enemy's side    (or   )	M	 or 
Leg Tearer	(Enemy face down) by the head    (or   )	M	30  or 
1/2 Boston Crab	(Enemy face down) by the feet    (or   )	M	30  or 
Steel Clutch	(Enemy face down) from the left    (or   )	M	35  or 
Ball & Arrow Stretch Hold	(Enemy face down) from the right    (or   )		37  or 
Legs Away	Approach enemy   	H	
Legs Away Feint	Approach enemy    	H	
Legs Away Knockdown	Approach enemy    	H	8 
Legs and Destroy	Approach enemy    	H	10 
Legs Around	Approach enemy    	H	
Pile Driver	Approach enemy    	H	30 
Double Arm Face Buster	During Pile Driver  	H	35 
Boston Crab	During Pile Driver    		15 
Back Backbreaker	During Stomach Smash Counter Hit 		35 
Jaguar Driver	During Stomach Smash Counter Hit		50
Mid-Air Leg Cross Hold	Approach Mid-Air enemy (or)	H	15
Mid-Air Leg Screw	Approach Mid-Air enemy (or)	H	15
Jumping Jaguar Bomb	Approach Mid-Air enemy	H	22

NAME	MINIMUM	TECHNIQUE	DAMAGE	
Double Heel Hold	Approach Mid-Air enemy ↓ (or ↓)	H	12	
Flapjack	During Double Heel Hold		18	
Giant Swing	During Double Heel Hold		30	
Standing Heel Hold Combo	Standing Heel Hold Combo			
Standing Heel Hold	Approach enemy → ☆ ↓	H	25	
Indian Death Lock	During Standing Heel Hold		25	
King's Bridge	During Indian Death Lock		45	
S.T.F.	During Standing Heel Hold		35	
Scorpion Death Lock	During Standing Heel Hold		40	
Arm Breaker Combo	Arm Breaker Combo			
Arm Breaker	Approach enemy → ☆ ↓	H	20	
Triple Arm Breaker	During Arm Breaker		30	
Head Jammer	During Arm Breaker		20	
Struggle Combination	During head Jammer		25	
Chicken Wing Face Lock	During Arm Breaker		20	
Dragon Sleeper Finish	During Chicken Wing Face lock ☆		30	
Rolling Death Cradle	During Chicken Wing Face lock ☆		70	
Reverse Arm Slam Combo	Reverse Arm Slam Combo			
Reverse Arm Slam	Approach enemy → ☆ (or)	H	22	or
Backdrop	During Reverse Arm Slam		15	
German Suplex	During Backdrop		15	
Power Bomb	During German Suplex		22	
Giant Swing	During Power Bomb		25	
Muscle Buster	During Power Bomb		30	
Reverse Special Stretch Bomb Combo	Reverse Special Stretch Bomb Combo			
Reverse Special Stretch Bomb	Approach enemy → ☆	H	25	
Reverse Special Stretch Bomb	Approach (crouching enemy) ☆		25	
Cannonball Buster	During Reverse Special Stretch Bomb ☆		15	
Manhattan Drop	During Cannonball Buster		15	
Victory Bomb	During manhattan Drop		18	
Giant Swing	During Victory Bomb		25	
Muscle Buster	During Victory Bomb		30	
Cannonball Buster	During sidestep ☆ (must grab enemy from side or back)	H	15	
Mexican Magma Drive 1				
Cobra Clutch	Approach enemy (or)	H	20	or
Flinging half Nelson	During Cobra Clutch		25	
Sleeper	During Cobra Clutch		15	
Triple Trouble	During Sleeper		20	
Human Necktie	During Sleeper		23	
Mexican Magma Drive 2				
Cobra Clutch	Approach enemy (or)	H	20	or
Cobra Twist	During Cobra Clutch		12	
Reverse DDT	During Cobra Twist (or)		13	or
Reverse Special Stretch Bomb	During Reverse DDT (or)		16	or
Samurai Rock	During Reverse DDT		24	
Backdrop	During Reverse Special Stretch Bomb		15	
Sol Naciente	During Backdrop		27	
Burning Hammer	During Backdrop (or)		18	or
Screwdriver	During Burning Hammer (or)		32	or

Top Ten List

Crouching Low Kick



One of King's new attacks is a low lunging kick to his opponent's legs. This move is very deceptive, because it can reach farther than all of his other quick low attacks. King is at the advantage if the move hits, and it can lead to some devastating mix-ups. After this move lands on normal hit, a White Rising left punch or right kick cannot be interrupted. On counter hit, King can combo the opponent for more damage. Great for initiating offense or as a defensive tool, this is one of King's best new additions.


Body Blow



Another new move for King, this one leads to some of his most damaging options. The move is done from the fully crouching position and can be mixed up with his other fully crouched moves for maximum effectiveness. On normal hit and counter hit, it stuns the opponent, giving a free grounded throw attempt or an option to do a combo after the stun. Both options yield very damaging results. The move is fairly quick and relatively safe for the amount of damage it can dish out.

Rolling Elbow Rush



King now has a solid combo ender, as well as a new tool for adding more mix-ups to his poking game. After a launch, King can use this move to smash the opponent to the ground for some great damage. As a poke by itself, it can be very deceptive. The move hits high, high, and mid, and you can cancel the last hit of the string by holding  on the controller. This makes King spin, and you can choose your option from there.

Body Check



King's new chest bump-like move is a mid hitting option that is completely safe on block and gives King huge advantage on hit. You have a multitude of options after the move hits. You can be safe and watch what your opponent does, or you can mix up King's strong mid moves with throws or low attacks. The Body Check is also a guaranteed follow-up after a successful kick low parry. Range is the only thing that this move is lacking, but smart players will know the range of this move and use it to their advantage.

Elbow Sting



King's best poke to apply pressure on the opponent in his Elbow Sting. The move can be delayed to bait your opponent into thinking that it has stopped, only to **hit** them unexpectedly. It is also a great tool for picking people up off the ground, and **it** can guarantee better wake-up opportunities by causing King's opponent to stay on the ground.

Jab Uppercut



King's best anti-high move in close range. It is perfect against people who like to jab to pressure you. It has good range and is completely safe on block. Use this as a defensive tool or a quick interrupter.

Giant Swing





King's command throw, the Giant Swing, is by far one of the best throws in the game. It's one of the fastest throws and also one of the most damaging. If your back is to a wall, King can do about 50% damage by successfully landing this throw. It's so flexible that you can input it while doing other moves, and it comes out almost seamlessly after certain pokes.

Toll Free

The Toll Kick is one of King's best juggle finishers and punishers. When used in juggles, the opponent cannot quick roll and is forced into a running mix-up from King as they are pushed far away. It is also one of the best ranged punisher moves, if a move is blocked or the opponent misses.

Low Drop Kick



One of King's best low moves is where he dropkicks toward his opponent's foot. The move is safe against most attacks on block, because King falls to the ground. When the move connects, King can mix up either his Leg Breaker (**WC** ) and his Body Blow (**WC** ) for some huge follow-ups.

Leg Screw/Double Heel Hold



King is lucky enough ■ have two reversals that cannot be chickened (a reverse-reversal). ← ➤ is a kick reversal that parries all mid/high kicks. Depending on which limb the opponent uses, King does a different reversal. When reversing a right leg, King can follow up with his ground throw (➤ after a successful right leg reversal) for extra damage. King's punch parry only works on right punches, or punches that lead out with the right hand. It can't be chickened, and it makes the opponent think twice about throwing certain punch attacks at you.

Combos

Combo 1



Combo 2



Combo 3



Combo 4



Combo 5



Combo 7



Combo 8



Combo 6



Combo 9



Bad Match-Ups

Steve is another character who can destroy King up close. Being a boxer, Steve is all about punching and can deal huge damage at both close and mid range. He can punish most of King's mid range attacks and interrupt a lot of his moves. Steve's speed and safety make him a difficult fight for King.

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Parry Follow-Ups

Low Kick Parry



Kuma, loyal pet of Heihachi, stayed to accompany his master in leading Pahl to the King of Iron Fist Tournament 4. However, Kuma's happiness was brought to an abrupt end with the death of his master. Heihachi. Kuma lived in sorrow over Heihachi's death, but upon seeing the uncertainty surrounding the Mishima Zaibatsu, Kuma realized that saving it would be the ultimate display of loyalty to his deceased master.

The chaos at Mishima Zaibatsu had already subsided when Kuma arrived, and he was thrown out of the building for security. Kuma had no choice but to return to the mountains.

When the Mishima Zaibatsu announced the King of Iron Fist, Kuma decided he would enter the tournament and take back the Mishima Zaibatsu.

Kuma/ Panda

Fighting Style / Heihachi Style Advanced Kung Fu
Country of Origin / Japan (Kuma) / China (Panda)



Player 1 Costume



Player 2 Costume

Items

Head



Head - Baseball Cap
200,000 G
Both Outfits - No



Head - Mohawk
150,000 G
Both Outfits - No



Head - Bird's Nest
50,000 G
Both Outfits - Yes



Head - Party Hat
150,000 G
Both Outfits - No



Head - Straw Hat
200,000 G
Both Outfits - No

Face



Face - Muzzle
120,000 G
Both Outfits - No



Face - Cool Shades
60,000 G
Both Outfits - No



Face - Sunglasses
40,000 G
Both Outfits - Yes



Face - Blushed Cheeks
500,000 G
Both Outfits - No



Face - Tongue
300,000 G
Both Outfits - No

Upper Body



Upper Body - Unicycle
60,000 G
Both Outfits - No



Upper Body - Salmon
300,000 G
Both Outfits - No



Upper Body - Paws
80,000 G
Both Outfits - Yes



Upper Body - Bamboo Leaves
60,000 G
Both Outfits - No



Upper Body - Pouch
60,000 G
Both Outfits - No

Lower Body



Lower Body - Inna
500,000 G
Both Outfits - No



Lower Body - Hot
30,000 G
Both Outfits - No



Lower Body - Glowing Anklets
30,000 G
Both Outfits - Yes




Lower Body - Bunny Slippers
120,000 G
Both Outfits - No
























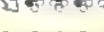


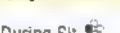









Lower Body - Tail Ribbon
30,000 G
Both Outfits - No

Player 1 Colors

Player 2 Colors

Color - Black 18,000 G			Color - White 18,000 G
Color - Yellow 8,000 G			Color - Red 8,000 G
Color - Green 8,000 G			Color - Blue 8,000 G
Color - Red 8,000 G			Color - Yellow 8,000 G
Color - Orange 8,000 G			Color - Green 8,000 G
Color - Pink 8,000 G			Color - Orange 8,000 G
Color - Light Blue 8,000 G			Color - Purple 8,000 G
Color - Brown 8,000 G			Color - Pink 8,000 G

Move List

Move	Commands	Properties	Damage	Notes
Bear Hammer		H, H, ■	16, 15, 18	Knockdown
Elbow Smash		H, M, M	10, 12, 20	Launcher
Head Hammer		M, M, M	17, 11, 9	Knockdown
Hunting				
Double Bear Claw	During Hunting 	L, L	8, 12	
Bear Claw	During Hunting 	L, L	16	Knockdown
Bear Fling	During Hunting 	■	24	Launcher
Bear Tackle	During Hunting 	M	21	Knockdown
Knocking Bear	During Hunting 	M	22	
Grabbing Hip Smash	During Hunting 			
Hunting ■ Roll Over	During Hunting  (or )			
Hunting ■ Play Dead	During Hunting 			
Hunting ■ Standing	During Hunting 			
Forward Roll	During Hunting 			
Bear Shove	During Forward Roll 	H	■	Knockdown
Bear Backhand	During Forward Roll 	■	21	Launcher
Bear Slide	During Forward Roll 	L	21	Knockdown
Bear Rolling Kick	During Forward Roll 	M	28	Knockdown
Back Roll	During Forward Roll 	■	35	Launcher
Hunting	During Forward Roll 			
Net Cannon		H, M, M	10, 5, 14	Launcher
Grapple Claw		■	22	Crumple Stun
Hunting Uppercut L		M, M, M, M	8, 11, 10, 15	Launcher on Counter Hit
Hunting Uppercut R		M, M, M, M	10, 10, 6	Launcher
Bear Headbutt		■	14	
Sit				
Foot Sweep	During Sit 	L	16	Knockdown
Foot Smash	During Sit 	M	18	Launcher
Bear Lariat		L	12	
Bear Pump In Pedal		L	15	
Bear Stamp		M	13	
Grapple Claw		U	50	Knockdown
Bear Flail Kick		M, M	10, 15	Staggers
Big Bear Attack		■	28	Staggers

Move	Commands	Properties	Damage	Notes
Pancake Press	↖ ↗	■	21	Knockdown on Counter Hit
Bear Double Hop Kick Combo	↖ ↗ ↗ ↗	M, M, M	13, 9, 11	Knockdown
Demon Uppercut	↗ ↗ ↗	■	22	Launcher
Fatal Wind	↖ ↖ ↗	I	200	
Salmon Hunter	↖ ↗ ↗	L	30	Knockdown
Grizzly Claw	↖ ↗ ↘ ↘ ↗	M	40	Knockdown
Rolling Bear	↖ ↗ ↗ ↘ ↘ ↗ ↗ ↗ ↗ ↗ ↗	M	40	Launcher
Killing Uppercut	While rising ↗	M	12	Launcher
Killing Uppercut Grizzly Claw	While rising ↗ ↗	M, M	12, 28	Knockdown
Double Hammer	While rising ↗ ↗	M, M	21, 11	Knockdown
Hammer Rush 1 High	While crouching ↗ ↗ ↗ ↗ ↗ ↗	L, L, M, M, H	12, 8, 12, 12, 12	
Hammer Rush 1 Mid	While crouching ↗ ↗ ↗ ↗ ↗ ↗	L, L, M, M, M	12, 8, 12, 12, 15	
Hammer Rush 1 Low	While crouching ↗ ↗ ↗ ↗ ↗ ↗	L, L, M, M, L	12, 8, 12, 12, 8	
Hammer Rush 2 High	While crouching ↗ ↗ ↗ ↗ ↗	M, M, H	15, 12, 12	
Hammer Rush 2 Mid	While crouching ↗ ↗ ↗ ↗ ↗	M, M, M	15, 12, 15	
Hammer Rush 2 Low	While crouching ↗ ↗ ↗ ↗ ↗	M, M, L	15, 12, 8	
Hammer Rush 3 High	While crouching ↗ ↗ ↗ ↗ ↗	M, H	10, 12	
Hammer Rush 3 Mid	While crouching ↗ ↗ ↗ ↗ ↗	M, M	15, 10	
Hammer Rush 3 Low	While crouching ↗ ↗ ↗ ↗ ↗	M, L	10, 8	
Triple Uppercut Right	While crouching ↗ ↗ ↗ ↗	M, M, M	15, 10, 15	
Windmill Punch	While crouching ↗ ↗ ↗ ↗ ↗	M, H, M	12, 12, 15	Knockdown
Bear Butterfly	While down (facing down) ↗	L	15	
Bear Backstroke	While down facing up ↗	■	21	
Get Up Punch	While down facing up ↘ ↗	M	12	
Dance With Me	(While enemy is down) ↘ ↗	L, I	20, ■	
You're Welcome	↗			

10 Hit Combo

Move	Commands	Properties	Damage	Notes
10 Hit Combo 1	While crouching ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗	M, H, M, L, M, M, M, L, L, M	10, 12, 6, 5, 6, 6, 4, 6, 6, 21	Launcher
10 Hit Combo 2	While crouching ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗ ↗	M, H, M, L, M	10, 12, 6, 5, 6, 7, 7, 6, 21, 24	Launcher

Throws

Move	Commands	Properties	Damage	Notes
Bear's Bite	Approach enemy ↗ (or ↗)	H	35	↗
Bear Hug	Approach enemy ↗ (or ↗)	H	35	↗
Bear Slam	Approach from left side ↗ (or ↗)	H	50	↗
Choke Slam	Approach from right side ↗ (or ↗)	H	40	↗
Swing Swing	Approach from behind ↗ (or ↗)	H	70	-
Headbutt	Approach enemy ↗ ↗	H	40	↗
Rock 'n Roll Circus	Approach enemy ↗ ↘ ↘ ↗ ↗ ↗	H	50	↗
Bear Toss	While Hunting ↗ ↗	H	30	↗

Top Ten List

1



This is one of Kuma's new attacks, which is very similar to Heihachi's move from *Tekken 4*. On hit and block, it forces the enemy to crouch. It hits mid and is an excellent spacing tool to set up a long-range throw.

6



This is Kuma's quick mid range attack. After it hits, either P or a Demon Uppercut ($\text{P} \rightarrow \text{P}$) are guaranteed after.

2



This is a great anti-high attack maneuver. It's very quick and can be used as a great mix-up with Kuma's Rushing Uppercut R ($\text{P} \rightarrow \text{P}$). They look similar on startup. The range is very good on this move, and you can throw it out quickly when in jab/throw range.

7



This headbutt allows for a huge advantage on hit. It's great for a throw or mid mix-up. On block, it causes guard stun on the opponent. Great for more mix-ups.

3



In this new mid option from Hunting Kuma Stance, Kuma lunges forward and pushes back the enemy both on hit and block.

8



Kuma's best punisher for blocking low moves or ducking under high moves is the Killing Uppercut. After successfully landing this move, you can juggle the opponent with a P , P , P for good damage and great wake-up options afterwards.

4



Kuma's jab is very fast, and on Counter Hit it guarantees the full $\text{P} \rightarrow \text{P} \rightarrow \text{P}$ string for a free juggle.

9



This move is a quick low kick to the opponent's legs. It has deceptive range and is pretty safe on block. Try mixing it up close with other quick mid moves, such as Rising Uppercut R ($\text{P} \rightarrow \text{P}$).

5



Kuma launches the opponent very high for a juggle and does huge damage. A possible combo afterward is $\text{P} \rightarrow \text{P}$, and then his Bear Double Hop Kick Combo ($\text{P} \rightarrow \text{P}$, P , P).

10



When in Sit Stance, P hits grounded and low. You can jump into sit by doing Kuma's Pancake Press ($\text{P} \rightarrow \text{P}$), and then input P . After knocking the opponent down on the ground, a successful jumping sit grants the sitting P .

Combos

Combo 1



Combo 2



Combo 3



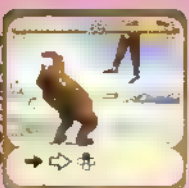
Combo 4



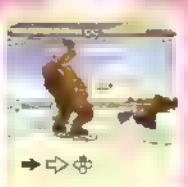
Combo 5



Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Strengths

Kuma has great keep-away tactics in *Tekken 5*. The $\rightarrow + \Delta$ jab is still very good for playing the range game. Long-range throws have huge reach. Low quick lows like Bear Pump in Pedal ($\Delta + \Delta$) and Bear Lariat ($\Delta + \Delta$) complement Kuma's game up close. Rushing Uppercut R ($\Delta + \Delta$) and $\Delta + \Delta$ are very effective this time around, thanks to the new game system. Kuma can now lay down on the floor and play keep-away. Against characters who have weak moves that hit grounded, Kuma can stay on the floor and wait for the opponent to come up to him. Kuma has tons of new options while grounded, and can surprise anyone who tries to attack you while you are grounded. Kuma also has tons of new options from both Sit and Hunting Kuma Stance. Mixing things up properly and efficiently makes Kuma a worthy adversary. Kuma has a better time against aggressive opponents. If you pay attention to your opponent's move properties, Kuma can easily adjust and use his tools to defeat the opponent. For example, you can easily defeat a jab-happy player with either Bear Lariat or the Hunting Stance. Kuma is best played defensively, because he has a solution for almost every playing style.



Bad Matchups

Nina Williams vs. Kuma

Nina gives Kuma a tough time, even an aggressive one. She has moves that can hit Kuma out of Hunting Stance, and she has amazing wake-up games after that. Since her jabs are as fast as Kuma's, you have to be extra careful when dealing with her. Her best range is up close, and Kuma doesn't really have much that can deal with her. Smart application of Bear Lariat ($\Delta + \Delta$) and $\rightarrow + \Delta$ are required here. Also know when to punish that blocked or parried low move.

Steve Fox vs. Kuma

This is another uphill battle. Kuma has a hard time against this powerhouse, in almost the same way as versus Nina. The jab speeds make all the difference, and Steve can out-jab a lot of Kuma's moves. Again, be ready with your anti-high moves and play safe.

Paul Phoenix vs. Kuma

Paul can destroy his opposition in seconds. At mid range, Paul can inflict tons of damage and has excellent mix-ups. Kuma can barely reach and punish Paul, so you have to be extra careful to not miss an attack.

Weaknesses

Kuma lacks huge damaging juggles, except from his Demon Uppercut ($\rightarrow + \Delta$). You have to work hard to get a launch if you're not in close range. Range is another problem Kuma has. It's hard to get in close if the opponent is playing defensively. There is no threatening low or mid move that's scary enough to avoid. Throwing is one of his best options, but both of Kuma's command throws have limited range. Kuma primarily has a hard time versus opponents who use ranged attacks and stay out of range of his best moves. Just play safe and wait for an opening.



Wall Strategy

Kuma has good mix-ups at the wall and can keep an opponent guessing. When the opponent hits the wall, the first hit of the Triple Hammer ($\Delta + \Delta$) is a good option. After it slaps the opponent to the floor, a good mix-up is Bear Lariat ($\Delta + \Delta$) and Rushing Uppercut ($\Delta + \Delta$) or a throw. The possibilities are endless. Just stay close and keep the mix-up to your advantage.



Good Match-Ups

Kuma vs. Jin Kazama

Jin's pokes are strong, but Kuma can hit between them with $\rightarrow + \Delta$. Kuma's range game is good against Jin, using a good mix-up of throws, $\rightarrow + \Delta$, and Bear Lariat ($\Delta + \Delta$), and the occasional Demon Uppercut ($\rightarrow + \Delta$). Jin's poking game is neutralized by Kuma's ability to go into Hunting Stance.

Kuma vs. Lei Wulong

Kuma has a good time against Lei. Rushing Uppercut R ($\Delta + \Delta$) can handle the majority of Lei's stances, and $\rightarrow + \Delta$ can hit Lei out of his rush pokes. Kuma can punish Lei's sweeping attacks with WS moves and other mix-ups. While keeping away from Lei, Kuma can inflict good damage. $\Delta + \Delta$ works very well against Lei's lay-down style. He has many tools to punish Lei on the floor, including Demon Uppercut ($\rightarrow + \Delta$), Bear Double Hop Kick Combo ($\Delta + \Delta$), Bear Lariat ($\Delta + \Delta$), and more.

Kuma vs. Hwoarang

Hwoarang is a pressure-style character. This makes the match-up more natural for Kuma, because he can deal with pressure better than defensive-style play. $\rightarrow + \Delta$ is an excellent move against Hwoarang. If done at the right time, Kuma will get a CH G-Clef Cannon ($\Delta + \Delta$) and it will lead to good damage.

Parry Follow-Ups

Low Punch Parry



$\Delta + \Delta$



Low Kick Parry



$\Delta + \Delta$



Heihachi's adopted son and rival of Kazuya Mishima, Lee Chaolan, had entered the King of Iron Fist Tournament in disguise, hoping to defeat Heihachi. He was quite surprised when his opponent turned out to be Kazuya, who was thought to be dead. Lee was defeated.

In the confusion surrounding the death of Heihachi, Lee was scheming to take over the Mishima Zaibatsu. He was enraged when he learned that someone else had already beat him to it.

Lee, believing it was Kazuya who usurped the Mishima Zaibatsu, was vexed that Kazuya had once again stood in his way. A month later, the King of Iron Fist Tournament 5 was announced, and Lee immediately decided to enter.

He was determined to settle the score with Kazuya in the tournament and claim the Mishima Zaibatsu.

Lee Chaolan



Player 1 Costume



Player 2 Costume



Alternate Costume

Items

Head



Head - Hair Extensions
150,000 G
Both Outfits - No



Head - Ten-Gallon Hat
300,000 G
Both Outfits - No



Head - Rocker Hairstyle
50,000 G
Both Outfits - Yes



Head - Violet Hair
150,000 G
Both Outfits - No



Head - Silk Hat
200,000 G
Both Outfits - No

Face



Face - Sunglasses
200,000 G
Both Outfits - No



Face - Earring
30,000 G
Both Outfits - No



Face - Masquerade
80,000 G
Both Outfits - Yes



Face - Glasses
60,000 G
Both Outfits - No



Face - Butterfly Mask
120,000 G
Both Outfits - No

Upper Body



Upper Body - Electric Guitar
500,000 G
Both Outfits - No



Upper Body - Elbow Pads
60,000 G
Both Outfits - No



Upper Body - Emblem
30,000 G
Both Outfits - Yes



Upper Body - Jet Pack
500,000 G
Both Outfits - No



Upper Body - Shoulder Pads
300,000 G
Both Outfits - No

Lower Body



Lower Body - Dual Revolvers
120,000 G
Both Outfits - No



Lower Body - Bandages
60,000 G
Both Outfits - No



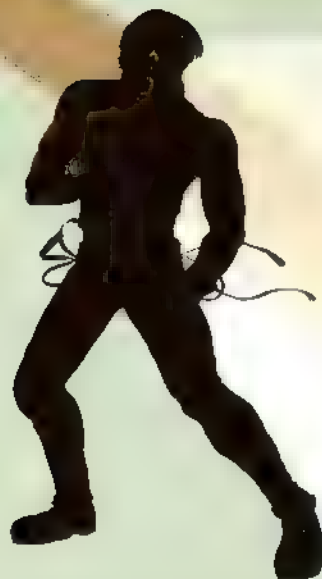
Lower Body - Rapier
40,000 G
Both Outfits - Yes



Lower Body - Magic Wand
60,000 G
Both Outfits - No



Lower Body - Shakes
30,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Light Blue
8,000 G



Color - Purple
8,000 G



Color - Dark Yellow
8,000 G



Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Plum
8,000 G



Color - Gray
8,000 G



Color - Sea Green
8,000 G



Move List

Name	Command	Properties	Damage	Notes
Left Right Combo	↔	H, H	5, 10	
Left Right Combo to Revolution Zwei	↔↔↔	H, H, M, H	5, 10, 14, 23	Knockdown
Left Right Mid Kick	↔↔	H, H, M	5, 10, 10	
Left Right Max Mid	↔↔↔hold	H, H, M	5, 10, 22	
Left Right Combo to Mist Step	↔↔→☆	H, H	5, 10	Shifts to Mist Step
Right Cross to Revolution Zwei	↔↔↔	H, M, H	10, 14, 23	Knockdown
Hammer Kick Combo	↔↔	H, M	14, 15	
Spinning Hammer Kick	↔↔↔	H, H, M	16, 12, 15	
Spin Kick Somersault Combo	↔↔↔	H, H, M	16, 12, 25	Knockdown
Machinegun Kicks	↔↔↔	H, H, H	16, 6, 8	
Lee Somersault	↔↑↔	H, M	16, 35	Knockdown
Prouette Punch	↔	M	21	
Revolution Zwei	→↔↔	M, H	14, 23	Knockdown
Acid Storm	→↔↔↔↔↔↔	M, M, H, H, H, H	4, 4, 6, 8, 10, 14	Knockdown
Silver Whip	→↔	H	13	
Mist Step	→☆			
Sway	During Mist Step ←☆			
Shredder Kick Combo High	→☆↔↔↔	M, M, H	20, 15, 25	Knockdown
Shredder Kick Combo Mid	→☆↔↔→↔	M, M, M	20, 15, 15	
Shredder Kick Combo Low	→☆↔↔↓↔	M, M, L	20, 15, 15	
Lee Left Middle Kick	↘↔	M	18	
Front Kick	↘↔	M	15	
Silver Low	↓↔	L	14	
Spin to Head Kick	↓↔↔↔	L, H	7, 16	
Spin to Spinning Hammer Kick	↓↔↔↔↔↔	L, H, H, M	7, 16, 12, 15	
Spin to Spin Kick Somersault Combo	↓↔↔↔↔↔	L, H, H, M	7, 16, 12, 25	Knockdown
Laser Edge Machine Gun Kick	↓↔↔↔↔↔	L, H, H, H	7, 16, 6, 8	
Laser Edge Lee Somersault	↓↔↔↔↔↑↔	L, H, M	7, 18, 30	Knockdown
Laser Edge Kick Combo	↓↔↔↔↔	L, L, L, M	7, 8, 5, 21	Knockdown
Silver Cyclone	↓↔	!	80	Knockdown
Bump Kick	↘↔	L	16	
Death Touch	↘↔ (↑↑ to cancel)	!	10, 70	Knockdown
Triple Fang	←↔↔↔	H, M, H	8, 8, 15	
Triple Fang to Hitman	←↔↔↔	H, M	8, 8	Shifts to Hitman
Triple Fang to Mist Step	←↔↔↔→☆	H	8	Shifts to Mist Step

Name	Command	Properties	Damage	Notes
Mist Kick	← ⊕	M	18	
Mist Wolf Combination	← ⊕ ⊕	M, H	18, 18	
Trick Kick	← [⊕ ⊕]	H	18	
Silver Heel	← ⊕	M	22	Launches on Counter Hit
Quick Silver Sting	↗ ⊕	H	20	Knockdown
Silver Arrow	↗ ⊕	M	15	Launcher
Silver Sting	↗ ⊕	M	30	Knockdown
Pulse Blast	→ ⇄ ⊕	■	28	Knockdown
Deadly Edge	→ ⇄ ⊕	H	22	
Lee Cutter	← ⇄ ⊕	H	23	Knockdown
Blazing Kick	↓ ↘ ⊕	■	22	Launcher
Lee Sliding	→ → ☆ ⊕	L	15	Knockdown
Back Handspring to Hitman	← ← ☆ ⊕		0	Shifts to Hitman
Infinite Kick Chain 1	While rising ⊕ ⊕ ↓ ⊕ ☆ ⊕ ⊕ ...	M, M, L, M, M, M...	10, 17, 8, 10, 10, 10...	Infinite
Infinite Kick Chain 2	While rising ⊕ ⊕ ☆ ⊕ ☆ ⊕ ⊕ ...	M, M, M, H, M, M...	10, 17, 10, 10, 10, 10...	Infinite
Low Variation	During Infinite Kick Chain ↓ ⊕ ⊕ ...	M, M, L, M, M, L...	10, 17, 8, 10, 10, 10...	Infinite
High Variation	During Infinite Kick Chain ↑ ⊕ ⊕ ...	M, M, L, M, M, M...	10, 17, 8, 10, 15...	Infinite
Silver Tail	While crouching ↘ ⊕	L	18	
Fake	While crouching ↗ ⊕			
Catapult Kick Low	While crouching ↗ ⊕	M	25	Launcher
Catapult Kick High	While crouching ↗ ⊕	M	30	Knockdown
Catapult Drop	While crouching ↗ ⊕	M	30	Knockdown
Sliding	While crouching ↘ ↓ ↘ ⊕	L	17	Knockdown
Rear Cross Punch	During sidestep ⊕	H	17	
Right Cross to Mist Step	During sidestep ⊕ → ☆	H	17	Shifts to Mist Step
Lee Screw Left	During (right) sidestep ⊕	H	35	Knockdown
Lee Screw Right	During (left) sidestep ⊕	H	30	Knockdown
Mist Illusion	Time with enemy punch ← ⊕	varies	varies	varies

Hitman Stance

Name	Command	Properties	Damage	Notes
Hitman	⊕			
Freaker Jab	During Hitman ⊕	H	15	
Freaker Jab Rush	During Hitman ⊕ ⊕ ⊕ ⊕	H, H, H, H	15, 12, 12, 12	
Striker Kick	During Hitman [⊕ ⊕]	M	21	Knockdown
Scatter BLow	During Hitman ⊕	M	23	Launcher
Scatter Kick	During Hitman ⊕	H, L	21, 13	Knockdown
Shin Slicer	During Hitman ⊕	L	22	Knockdown
Mist Illusion	During Hitman ⊕			
Silver Slash	During Hitman ↗ ⊕	M	30	Knockdown

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo	↘ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	M, H, M, H, R, L, H, H, H, M	10, 5, 6, 5, 7, 6, 7, 7, 10, 25	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Forearm Drop	Approach enemy (or → ↻)	H	35	↻
Axis Throw	Approach enemy (or → ↻)	H	35	↻
Lee Harassment	Approach from left side (or ↻)	H	40	↻
Lee Stunner	Approach from right side (or ↻)	H	38	↻
Face Crusher	Approach from behind (or ↻)	H	60	—
Knee Drive	Approach enemy → ↻ ↻	H	40	↻
Scatter Kick Throw	During Hitman ↻	H	34	—
Mist Trap Throw	← (↻ ↻) (when hit or guarded) ↻	H	38	—

Top Ten List

1 Pulse Blast



One of Lee's new attacks, a lunging mid-kick, is extremely good. It is completely safe, so do not be afraid to use it. It is very good as a defensive tool, and it's a good offense starter. This is one of Lee's best overall moves.

6 Right Upper



Another one of Lee's launchers, this move is completely safe. However, the range is not that good. It goes under high moves, giving you a chance to dish out some good damage. This is more of a close-range attack. It is also good for punishing missed moves. This is more of a close range attack that is also good for punishing missed moves.

2 Silver Low



Another new move, this helps you get out of high attack strings. Lee does a quick spin, ending with a low kick. The move is fairly fast, and it's a good way to apply pressure while going on the offensive. It is relatively safe, considering that the damage you receive is about the same damage you deal if it hits.

7 Silver Heel



One of Lee's best overall moves, it launches on counter hit and crouching opponents. This move is completely safe, and it's good for applying pressure. The damage dealt after a counter hit and/or crouching hit makes it one of the most damaging juggle starters for Lee.

3 Deadly Edge



This is yet another new move added to Lee's attack arsenal. Lee lunges forward, does a quick ducking motion, and ends with a high kick. This kick can interrupt high moves, leading to big damage. On counter hit, this move creates a crumple stun, giving you the opportunity to juggle your opponent. The move is safe and is a good addition to Lee's defensive game.

8 Laser Edge Kick



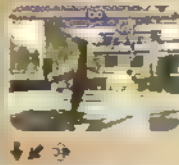
This is one of the best pressure initiators Lee has. It is not completely safe, but it's extremely fast. For example, you can do Pulse Blast (→ ↻ ↻), and then run up and ↻ ↻ right after. The move is pretty hard to block due to its quickness. You can also continue the kick by holding ↻ and hitting ↻ ↻.

4 Silver Arrow



Lee's main launcher, this is good for retaliating against missed attacks and/or opponents who like to crouch. The move is not safe, but the damage that you can dish out after a successful hit is very rewarding. You can deal a significant amount of damage with just one launcher.

9 Blazing Kick



Lee's best move for going under high attacks. Blazing Kick leads to the best overall juggle damage Lee can deal. Blazing Kick is not safe, though it may sometimes be risky to use, the damage that it can deal is extremely good.

5 Left Right Mid Kick



This is a very good string. If the initial jab hits, the rest of the string is guaranteed. Lots of the damage you deal may come from this move alone. It is not completely safe, but the reward is better than the risk. There is a delayed version of the move that makes it completely safe, but it's not guaranteed if the first jab hits.

10 Sliding



A good low attack, this guarantees a low get-up kick, leading to a decent amount of damage. It is fairly safe to use, because it leaves you grounded. It is yet another good pressure weapon.

Combos

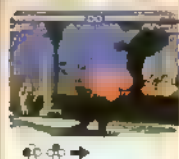
Combo 1



Combo 2



Combo 3



Combo 4



Combo 5

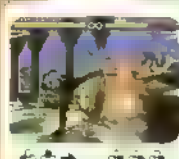


Combo 6



Wall

Combo 10



Wall

Combo 8



Combo 9



Combo 7



on hit

Bad Match-Ups

Lee vs. Steve Fox

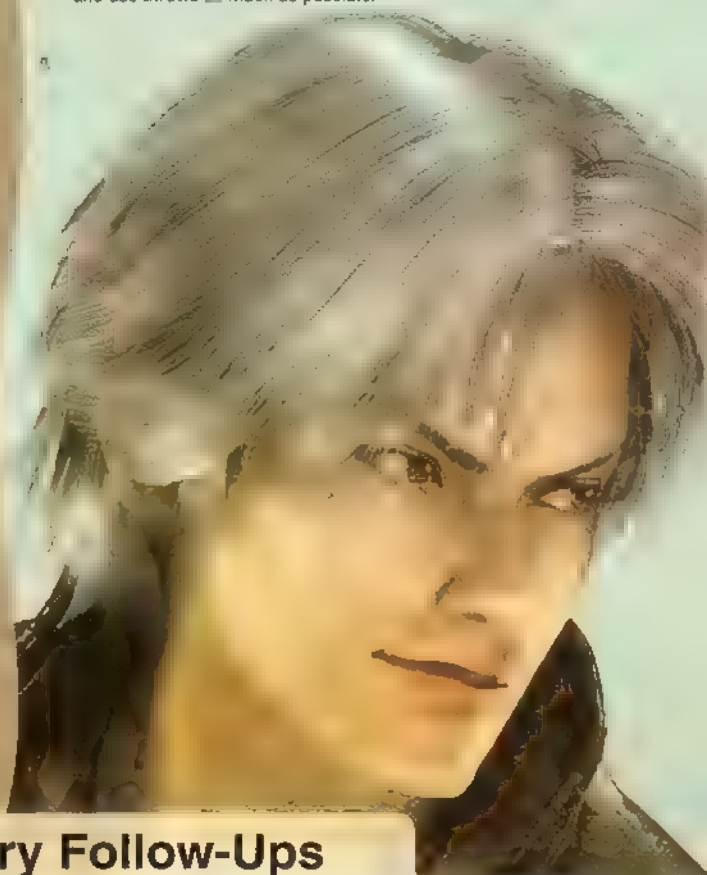
Steve has very quick punches, so it is very hard for Lee to get in to attack. Left Right Left (↔↔↔) and Uppercut Cross Combo (↖↗↘) keep Lee away from attacking. What you can do is use Silver Low (↓↘↖) to beat out jabs. Play defensively and as safe as possible. Mix up Pulse Blasts (→↘↖) and lows. Use Silver Arrow (↖↗↘) and Blazing Kick (↓↘↖) only if you know it will hit. Right Upper (↖↗↘) will go under jabs, so use it against Left Right Left and any other jab string.

Lee vs. Bryan Fury

Bryan has lots of good lows and mids. The only highs that most Bryan players will use are Left Right Combos (↔↔↔), Mach Breaker throws (→↘↖), and Jet Uppercuts (↖↗↘). Bryan is a relatively safe attacker. Lee cannot punish most of his moves unless they miss. Play as safe as you can, and use the occasional Silver Heel (↖↗↘), Silver Arrow (↖↗↘), Blazing Kick to launch. Right Upper (↖↗↘) will go under most of the highs. Use Pulse Blast (→↘↖) to space yourself out. Throws will help you the most against Bryan.

Lee vs. Lei Wulong

Lee lacks moves that will hit grounded opponents. Lei can play dead (↓↘↖) leaving him grounded. There aren't many moves Lee can use to punish this. The best ones to use are his Silver Low (↓↘↖) and Bump Kick (↖↗↘). Lei does not have many moves that leave him vulnerable to attacks. You can punish (low sweep) with WR (↖↗↘). You can punish (hop kick) with a Left Right Mid Kicks (↔↔↔). Play it safe against Lei, and take your free hits. Use Sliding (WC ↓↘↖) if Lei plays dead from far away. Go on the offensive, and use throws as much as possible.



Parry Follow-Ups

Low Punch Parry



↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ☆, Mist Step



Low Kick Parry



↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ↖↗↘, ☆, Mist Step

After defeating Lei Wulong and his band of thugs, the heroes find themselves in a predicament. Several members of the Syndicate are still active in the city, and the heroes must find a way to defeat them.

Lei Wulong is a powerful and cunning fighter. He is a member of the Syndicate and has a long history of crime. He is a master of the Five Form Kung Fu and is a formidable opponent.

Lei Wulong is a powerful and cunning fighter. He is a member of the Syndicate and has a long history of crime. He is a master of the Five Form Kung Fu and is a formidable opponent.

Lei Wulong

Figuring Style / Five Form Kung Fu
Country of Origin / China



Player 1 Costume



Player 2 Costume

Items

Head



Head - Chinese Wizard Hat
500,000 G
Both Outfits - No



Head - Slicked Back Hair
120,000 G
Both Outfits - No



Head - Natural Hairstyle
80,000 G
Both Outfits - Yes



Head - Hat
500,000 G
Both Outfits - No



Head - Police Cap
200,000 G
Both Outfits - No

Face



Face - Festival Mask
150,000 G
Both Outfits - No



Face - Bandanna
60,000 G
Both Outfits - No



Face - Glasses
50,000 G
Both Outfits - Yes



Face - Sunglasses
150,000 G
Both Outfits - No



Face - Bandage
60,000 G
Both Outfits - No

Upper Body



Upper Body - Buddhist Statue
300,000 G
Both Outfits - No



Upper Body - Rare Sword
60,000 G
Both Outfits - No



Upper Body - Fan
40,000 G
Both Outfits - Yes



Upper Body - No Necktie
120,000 G
Both Outfits - No



Upper Body - Sheriff Badge
300,000 G
Both Outfits - No

Lower Body



Lower Body - Sa
30,000 G
Both Outfits - No



Lower Body - G
200,000 G
Both Outfits - No



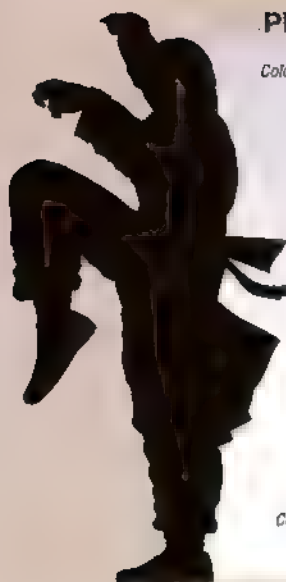
Lower Body - r
30,000 G
Both Outfits - Yes



Lower Body - P
30,000 G
Both Outfits - No



Lower Body - S
60,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Brown 8,000 G	
Color - Purple 8,000 G	
Color - Sea Green 8,000 G	

Player 2 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Brown 8,000 G	
Color - Light Blue 8,000 G	
Color - Pink 8,000 G	



Move List

Move	Command	Properties	Damage	Notes
Serpent Strike	↻	H, H	5, 5	
Left Right Punch	↻	H, H	5, 12	
High and Low Kicks	↻	H, L	28, 17	Knockdown
Tornado Kick	[↻]		30	Knockdown
Clean Sweep	[↻]	M	25	Knockdown
Lift Up Cannon	[↻]	L, L, M	7, 7, 24	Launcher
Hook Punch to Spinning Back Blow	↻	H, H	17, 18	Knockdown on Counter Hit
Hook Punch to Spiral Uppercut	↻	H, M	18, 24	Knockdown
Axis Shifting Tornado Kick	→ [↻]	M	30	Knockdown
Beating Kick Mid Combo	→ ↻ ↻ ↻ ↻	H, M, M, M, M	30, 12, 12, 8, 15	Knockdown
Beating Kick Low Combo	→ ↻ ↻ ↻ ↻	H, M, M, M, L	30, 12, 12, 8, 12	Knockdown on Counter Hit
Twin Snake Strikes	→ ↻	H, H	13, 10	Staggers on hit
Tiger Fang	↻	M	21	

Drunken Master Walk

Move	Command	Properties	Damage	Notes
Drunken Master Walk	→ ↻			
Drunken Tiger Lash	During Drunken Master Walk ↻	M	25	Knockdown
Drunken Rapid Fists	During Drunken Master Walk ↻ ↻ (or During sidestep ↻ ↻)	M, H	12, 18	Knockdown on Counter Hit
Drunken Fox Kick	During Drunken Master Walk ↻	L	13	
Drunken Fox Combo	During Drunken Master Walk ↻ ↻	L, M	13, 22	
Drunken Tiger Kick	During Drunken Master Walk ↻	M	17	Launcher
Tiger Sip	During Drunken Master Walk ↻			Restores 10 points of Health
Staggering Slide	During Drunken Master Walk ↻	L	22	Knockdown
Low Kick	↓ ↻	L	10	Hold ↓ after kick to shift to Snake Stance

Play Dead

Move	Command	Properties	Damage	Notes
Play Dead	↓			
Spring Kick	During Play Dead (head first)	M	21	Launcher
Leaping Double Slicer	During Play Dead (head first)	L, H	7, 21	Knockdown
Roll Over to Sidewind	During Play Dead			
Spring Up	During Play Dead (feet first)			
Rave Spin		L, H	10, 21	Knockdown
Scythe Kick		M	18	Knockdown
Cannonball		M	25	Knockdown on Counter Hit

Phoenix Illusion

Move	Command	Properties	Damage	Notes
Phoenix Illusion	↔			
Phoenix Strike	During Phoenix Illusion	!	90	Knockdown
Hopping Phoenix	During Phoenix Illusion	M	15	Knockdown
Tornado Kick	During Phoenix Illusion	M	30	Knockdown
Hopping Crane Kick		M	25	Launcher on Counter Hit
Falling Tree			15	
Comet Kick		M, M, M	10, 16, 8	Knockdown
One Two Kick Mid	→ ☆	H, M	35, 20	Knockdown
One Two Kick Low	→ ☆ ↓	H, L	35, 10	Knockdown
Defense Breaker	(While enemy guarding) → ☆	H, M, M, M		
Razor Rush Mid Kick	→ ☆	M, M, M, M, M	7, 7, 5, 3, 12	Knockdown
Razor Rush Low Kick	→ ☆	M, M, M, M, L	7, 7, 5, 3, 12	Knockdown on Counter Hit
Rush Combo Mid Kick	→ ☆	H, M, M, H, M	15, 12, 5, 17, 20	Knockdown
Rush Combo Low Kick	→ ☆ ↓	H, M, M, H, L	15, 12, 5, 17, 10	Knockdown
Wolf Strike	→ ☆	H, M, M, M, L	15, 12, 5, 10, 15	
Wolf Strike to Snake Bite Combo	→ ☆	H, M, M, M, L, L, M	15, 12, 5, 10, 7, 7, 24	Launcher
Mauling Dragon	→ ⇨	M	21	Launcher
Reverse Lotus	→ ⇨	M	20	Launcher
Floating Lotus	→ ⇨	M, H	20, 22	Knockdown
Turbulent Winds	→ ⇨	H, H	21, 21	Knockdown
Drunken Tiger Lash	← ←	H	24	Knockdown
Jumping Kick	→ →	M	11	Knockdown
Snake Palm Fist	During sidestep	H	18	Staggers on Hit
Crane Cannon	During sidestep	M	16	Launcher
Falling Blade	During sidestep	M	15	Knockdown, Shifts to Back Turn
Razor Rush Snake	→ ☆ then ↑ (or ↓)	M	9	Ends with a sidestep in either direction
Razor Rush Dragon	→ ☆ then ↑ (or ↓)	M, M	7, 7	Ends with a sidestep in either direction
Razor Rush Panther	→ ☆ then ↑ (or ↓)	M, M, M	7, 7, 5	Ends with a sidestep in either direction
Razor Rush Tiger	→ ☆ then ↑ (or ↓)	M, M, M, M	9, 7, 5, 3	Ends with a sidestep in either direction
Razor Rush Mid Kick Crane	→ ☆ then ↑ (or ↓)	M, M, M, M, M	7, 7, 5, 3, 12	Sidesteps in Crane stance
Beating Kick Mid Combo Crane	→ ☆ then ↑ (or ↓)	H, M, M, M, M	30, 12, 12, 8, 15	Knockdown, Sidesteps in Crane Stance

Snake Stance

Move	Command	Properties	Damage	Notes
Snake	→ ↻ (or During sidestep ↻)			
Snake Bites	During Snake ↻ ↻ ↻	M, M, L	15, 10, 15	
Rushing Snake	During Snake ↻ ↻ ↻ ↻ ↻	H, H, H, H, H	13, 10, 8, 6, 5	
Rattlesnake	During Snake ↻	M	30	Launcher
Snake Low Kick	During Snake ↻	L	11	
Snake Bite Combo	During Snake ↻ ↻ ↻ ↻ ↻	M, M, L, L, M	15, 10, 7, 7, 24	Launcher
Angry Viper	During Snake ↻	M	25	Knockdown

Dragon Stance

Move	Command	Properties	Damage	Notes
Dragon	During Snake ↑			
Dragon Roar	During Dragon ↻	M	18	Knockdown
Dragon Spark	During Dragon ↻	M	32	Knockdown
Dragon's Tail	During Dragon ↻ ↻	H, L	28, 17	Knockdown
Dragon's Fang Attack	During Dragon ↻ ↻ ↻ ↻	H, M, M, H	15, 12, 5, 17	Knockdown
Rush Combo Mid Kick	During Dragon ↻ ↻ ↻ ↻ ↻	H, M, M, H, M	15, 12, 5, 17, 20	Knockdown
Rush Combo Low Kick	During Dragon ↻ ↻ ↻ ↻ ↻ ↻	H, M, M, H, L	15, 12, 5, 17, 10	Knockdown

Panther Stance

Move	Command	Properties	Damage	Notes
Panther	During Snake ↓			
Panther's Paw	During Panther ↻	M	21	Launcher
Panther's Scratch	During Panther [↻ ↻]	L, H	10, 19	Knockdown
Panther's Tail	During Panther ↻	L	18	
Beating Kick Mid Combo	During Panther ↻ ↻ ↻ ↻ ↻	H, M, M, M, M	26, 12, 12, 8, 15	Knockdown
Beating Kick Low Combo	During Panther ↻ ↻ ↻ ↻ ↻	H, M, M, M, L	26, 12, 12, 8, 12	Knockdown

Tiger Stance

Move	Command	Properties	Damage	Notes
Tiger	During Dragon ↑			
Tiger's Strike	During Tiger ↻	M	22	
Tiger's Claw	During Tiger ↻	M	■	Staggers on Hit
Tiger's Tail	During Tiger ↻	L	12	Knockdown
Tiger Kick	During Tiger ↻	■	32	Knockdown
Razor Rush	During Tiger ↻ ↻ ↻ ↻ ↻ ↻	H, M, M, M, M, ■	32, 7, 7, 5, 3, 12	
Tiger Kick to Razor Low	During Tiger ↻ ↻ ↻ ↻ ↻ ↻	H, M, M, M, M, L	32, 7, 7, 5, 3, 12	

Crane Stance

Move	Command	Properties	Damage	Notes
Crane	During Panther ↓			
Crane's Bill	During Crane ↻	■	32	Knockdown
Wing of Crane	During Crane ↻	H	30	Spins your opponent backwards on hit
Crane Dance	During Crane ↻ ↻ ↻ ↻	M, L, M, ■	21, 10, 10, 15	Launcher
Crane Kick	During Crane ↻	L	20	Knockdown
Leaping Crane	During Crane ↻ ↻	M	25	Launcher

Back Turn

Move	Command	Properties	Damage	Notes
Back Turn	← ↻			
Spinning Back Blow	During Back Turn ↻	H	12	
Low Back Spin	During Back Turn ↓ ↻	L	8	Knockdown
Reverse Uppercut	During Back Turn ↻	■	20	Launcher
Reverse Kick	During Back Turn ↻	■	18	
Reverse Double Slicer	During Back Turn ↓ ↻ ↻	L, H	10, 35	Knockdown
Falling Tree	During Back Turn ↻ ↻	■	15	
Flit Flip Flop	During Back Turn ↻ ↻ ↻	M, M, M	15, 15, 15	Knockdown

Sidewind

Move	Command	Properties	Damage	Notes
Sidewind	↓ ↻			
Sliding Kick	During Sidewind (Head first) [↻ ↻]	L	15	Knockdown
Clean Sweep	During Sidewind (Feet first) [↻ ↻]	M	18	Knockdown
Low Kick to Play Dead	During Sidewind (Feet first) [↻ ↻]	L	15	Knockdown
Play Dead	During Sidewind ↻			
Bicycle Kicks	During Sidewind ↻	M, M	5, 21	Knockdown

10 Hit Combo

Normal	Command	Properties	Damage	Notes
10 Hit Combo 1	← ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	H, H, L, M, M, M, H, M, M, H	5, 8, 7, 8, 9, 6, 6, 10, 6, 6, 30	Knockdown
10 Hit Combo 2	← ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	H, H, L, M, M, M, H, M, L, H	5, 8, 7, 8, 9, 6, 8, 10, 6, 7, 24	Knockdown
10 Hit Combo 3	← ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻ ↻	H, H, L, M, M, M, L, L, M	5, 8, 7, 8, 9, 10, 11, 12, 21	Launcher

Throws

Normal	Command	Properties	Damage	Escape
Double Foot Stomp	Approach enemy ↻ (or ↻ ↻)	H	35	↻
Sleeper Hold	Approach enemy ↻ (or ↻ ↻)	H	35	↻
Sailboat Stretch	Approach from left side ↻ (or ↻)	H	40	↻
Closing Fan	Approach from right side ↻ (or ↻)	H	40	↻
Windmill	Approach from behind ↻ (or ↻)	H	50	-
Dragon Falls	Approach enemy ↻ ↻	H	35	↻
Tripping	Approach enemy ↻ ↻ ↻	H	38	↻
Out of Control	During Dragon ↻ (or During Snake ↻)	■	33	↻

Top Ten List

1



The Razor Rush (→ ☆ ☆ ☆ ☆ ☆) can be used as a good pressure move to help close the gap between you and your opponent. You can end this with either a mid kick, low kick, or stop short, with the option to enter one of your stances. Each punch and the mid kick of the Razor Rush are also delayable. This can be used to bait an opponent into thinking that your rush is already over, only to move in and get hit by the rest of it. Beware of using this versus opponents who know how to sidestep and can avoid getting hit by the rest of the attack.

6



This is your most common launcher. With the new Jump Status system in *Tekken 5*, the Hop Kick is better than ever having priority over any low attacks your opponent may throw out at you. If you see an attack where you recognize that the next hit will be low, it's almost guaranteed as a free launch. If you block one of your opponent's bigger attacks that has them end at a disadvantage while close to you, the Hop Kick also serves nicely as a punisher. This is also your quickest and best attack after any low parry.

2



This is a new mid attack that can go into Tiger Stance afterward. This is unsafe on block, because you and your opponent will both recover crouching, and your opponent will recover faster than you do. If you go into Tiger Stance afterward, however, holding forward for the High/Mid Parry makes you less vulnerable to any retaliatory While Rising attacks. When used as a combo ender, it slams your opponent to the ground in front of you, setting up for Tiger Stance wake-up options. Follow-ups can be a low Tiger sweep, a safe mid Tiger, or skipping Tiger Stance altogether and running for regular wake-up options.

7



The basic mid poke is a safe, quick mid poke that has longer range than the regular mid poke. This is good when you want to do a quick mid poke but don't want to be up close and in harm's way. This can be used to interrupt an attack, or when you're running in for a wake-up. On block, you're still in a good position because you end far away from your opponent. This can also be used to bait your opponent into a long-range throw if they try to move in afterward.

3



Whether your opponent is crouching or standing, this move will bounce hit, giving Lei a free juggle opportunity. On block, however, your opponent recovers before you do and given a free While Rising attack. So it's not safe to just throw this out all the time. Only use it versus opponents who are always ducking, or those in low stances like Xiaoyu. This also tracks well versus opponents who are always moving around by swaying, sidestepping, or backdashing, because they can't block while they're doing it.

8



The Scythe Kick is a nice defensive mid attack. On hit, it will knock your opponent down, and on block, it'll still leave you in a good position as you're "back-flipping" away from your opponent. This can be used when an opponent is rushing in and you need some room to breathe. You can also use it offensively when you're rushing in for a wake-up. You can go into Crane Stance afterward.

4



In this attack you dash forward, closing the gap between you and your opponent. On hit, this launches your opponent high, allowing for larger, more damaging juggles. On block, the kick is also safe, but keep in mind not to tap Back (to block) until after the animation of the attack. Otherwise you'll end up in an unsafe back-turned position. The full (→ ☆ ☆ ☆ ☆) can be used to catch opponents who quick roll back to get up from the ground. However, try not to get into the habit of using Reverse Lotus all the time, unless it's part of a juggle. If the first kick launches, the second kick whiffs, and you've lost a free opportunity for juggle damage.

9



This is a great low poke, and you can go into Snake Stance afterward. With the new Crouch Status system in *Tekken 5*, the Low Kick will have priority over any high attacks, making it a perfect option versus opponents who like to use a lot of high attack strings. Going into Snake Stance afterward is safe also, because you can block any high or mid attacks by holding back while in the stance. Follow-up options are your regular Snake Stance attacks, another low poke (which will also benefit from the Crouch Status system) by using Snake Stance, or a sidestep to get into Panther or Dragon Stance.

5



If the first hit hits on counter hit, a full Rush Combo (→ ☆ ☆ ☆ ☆ ☆) is guaranteed. On block and regular hit, however, seasoned opponents can see a full Wolf Fang Rush coming, duck the second kick, and hit you with a free While Rising attack. It's best to use only the first two hits of the Wolf Fang Rush, and complete it only when you know the first hit is counter hit. You'll know that if the first two hits hit deep with no problem. The first two hits serve as a nice, fast two-hit poke that also happens to be safe on block.

10



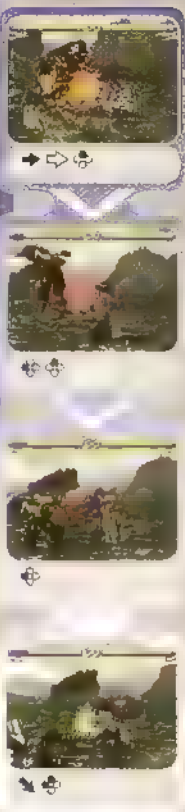
This is good when used up close and versus opponents who like to use a lot of linear attacks. The sidestep itself can be used to avoid an incoming attack. On hit, the kick will launch your opponent, even if he or she is crouching, giving you another juggle opportunity. On block, the kick is safe too, because you recover fast and can block any attacks afterward.

Combos

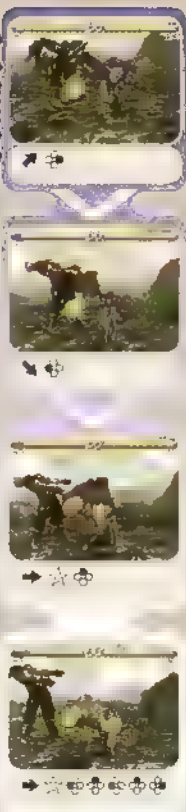
Combo 1



Combo 2



Combo 3



Combo 4

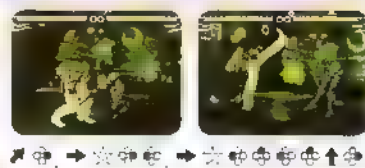


Combo 5

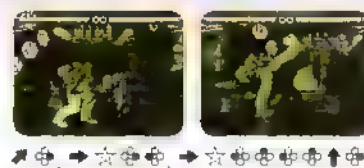


Parry Follow-Ups

Low Punch Parry



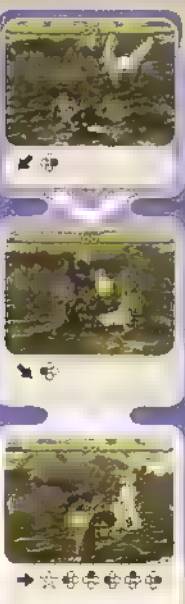
Low Kick Parry



Combo 6



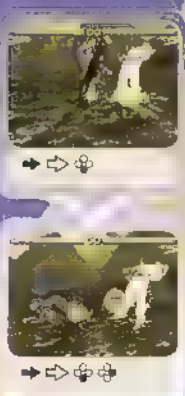
Combo 7



Combo 8



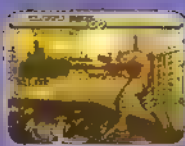
Combo 9



Combo 10



can perform a special attack from any position he finds himself whether it's facing forward, facing backward, face up from the ground, or face down on the ground. Lei can also get into these positions on purpose in order to avoid being attacked. The Roll (to back-turned Cancel) can be used to move Lei away from his opponent, and Slide and Play Dead can be used to avoid incoming high and mid attacks. This can make it very frustrating for an opponent, because Lei can get out of harm's way with ease. Lei has a number of other ways to deal with incoming attacks as well, including a High/Mid Parry while in Tiger Stance, a Low Parry while in Panther Stance, the Universal Low Parry, and his Drunken Master Punch Parry. When given the opportunity, he also can regain health while in his Drunken Master Stance and his Out of Control Throw. His ability to go into stances from several attacks and switch between them has increased, making him a very confusing mix-up character. Each stance lends a whole array of additional abilities and mix-ups to attack with. Lei also can move forward and back while in stances, making him very mobile. He has one of the best quick roll traps in the game. If the opponent is quick rolling back to get up from the ground, Lei can catch them with a free Comet Kick (↖↗) juggle. All of his abilities make him a very flexible and unique character.



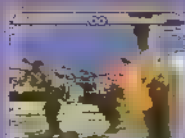
Match-Ups

Lei doesn't have any strong power mid attacks from normal stance, but Paul's Phoenix Smasher (↖↗↘↙). His strings in general can be lead by any seasoned player. His Razor Rush (↖↗↘↙↘↙↘↙) can be sidestepped easily, and Lull Rush Combo (↖↗↘↙↘↙↘↙) is easy to defend against. Compared to the other characters, Lei has relied on many high-risk attacks and mix-ups to do damage. This makes Lei to play very conservatively, which can sometimes mean missing his large and varied move list to only his basic moves. Lei can avoid attacks all day, but won't win if he doesn't have the higher health bar. (However, spacing and picking your shots is a good general strategy anyway.) For new players, his large move list, attack properties, and the necessity to fight a very steep battle can make Lei a difficult character to master.



Strategy

If you're doing a combo and you find yourself coming up to a wall, the combo ends that will slam the opponent into the wall to take advantage of the extra damage. Big combo enders like Floating Lotus (↖↗↘↙↘↙↘↙) and Tiger Fang (↖↗) are nice options here. You can also tack on the damage with fast string attacks like the Floating Snake (During Snake ↖↗↘↙↘↙↘↙), Razor Rush Tiger (↖↗↘↙↘↙↘↙), or Wolf Strike (↖↗↘↙↘↙↘↙). If you have their back to the wall and are low on health, sometimes doing Left Upper (↖↗) repeatedly is all you need to keep them locked down. The Left Upper (↖↗) is fast enough to stop any attacks and ducking your opponent might do. Lei also has some strategy if he's the one getting locked down on the wall. After your opponent does an attack that slams you into the wall, you will usually fall face down with your head toward them (sidewind). Instead of Quick Recovery as you fall from the wall, you can wait it out and then use the Bicycle Kicks (During Sidewind, ↖↗) after your opponent whiffs a follow-up attack. You can mix this up with Sliding Kick (During Sidewind, ↖↗) for low attack options. If Lei's back is to the wall, be patient. Watch for any holes or mistakes, and take advantage of them.



Good Match-Ups

WuJong vs. Craig

Most Craig players may try to abuse his new Vale Tudo Backdash and Double Leg Take Down (During Ready Position, ↖↗). Whenever you see Craig go into his Backdash, Lei's Floating Lotus (↖↗↘↙↘↙↘↙) will easily catch him for free damage. The Double Leg Take Down (During Ready Position, ↖↗) is nothing for Lei to worry about either. He can drop to the ground to completely avoid a mount, or do any fast mid attack to interrupt Craig. You can also throw Craig during the ending animation of the Double Leg Take Down (During Ready Position, ↖↗). Craig players may also abuse his Knee Slicer (↖↗). Use this opportunity to either do a Hop Kick (↖↗), take advantage of the Jump Status system, or low parry. Note, however, that the Knee Slicer (↖↗) cannot be low parried, but you can low parry the other one. Keep on the offensive versus him because he can't perform his better moves, like his Dunk Elbow (↖↗). If he does get Dunk Elbow on you, you can sidestep left to avoid another one, or can do a while rising ↖ after blocking a second Dunk Elbow in a row. Lei can also just drop to the ground to avoid getting hit by another one. Just keep in mind that Craig now has ground throws, so don't stay down there too long.

Final Thoughts

Lei and Jin are more of an even match this time around. Space yourself out, and try to bait Jin for a counter hit Razor Rush Tiger (↖↗↘↙↘↙↘↙). In general, try to keep on the mid

attack offensive versus Jin. If a low attack is blocked or a high attack is ducked, you can give Jin a free Crouching Uppercut (↖↗) and juggle opportunity. The Low Kick (↖↗), however, is still safe to throw out. If Jin is using his parry a lot, mix up your attacks with throw attempt set-ups. Most of Jin's attacks will be high or mid, so try to jolt his rhythm by using your Drunken Master Punch Parry and Tiger Stance High/Mid Parry. If Jin likes to use the Evil Intent (↖↗↘↙↘↙↘↙), note that you can now duck the second hit and sidestep-right the third for a free Crane Cannon (SS↖). Keep a lookout for any low attacks Jin may throw out at you, like his new Left Jab to Left Low Kick (↖↗↘↙).

Lee Woo

This is another even match-up. The key is to play very defensively and don't give Lee an opportunity to juggle you. Lee's Silver Arrow (↖↗) is one of his most common launchers. Keep in mind that it, and other special jumping attacks, cannot be parried with the Tiger Stance High/Mid Parry, so don't try it. Instead, block mid and Hop Kick (↖↗) to punish his missed attack. Most of Lee's attacks are also very linear. You can rush in and use the Crane Cannon (SS↖) as a poke against him. Whenever you see Lee enter Hitman Stance, don't panic and just back off. He can't move forward in his stance like you can. Let him come to you, and take advantage of any mistakes.

Bad Match-Ups

Lee Woo

King Xiaoyu is a very tricky character, and she's one of your hardest match-ups. Her constant moving around and dropping into Phoenix (↖↗) can make it very hard to hit her. Playing linearly is not one of your best options here. Her Phoenix can dodge a lot of stuff, including quick mid attacks like Left Upper (↖↗) and Toe Kick (↖↗). To play against this, you can use the risky Mauling Dragon (↖↗↘↙), because it slams downward and will bounce hit her out of Phoenix. She's always in a low stance, whether it's Phoenix or crouching, so risky low attacks are where you're going to do damage. Be aware that a blocked low attack can give her free While Rising attacks, including a launcher. To play against her, you really need to turtle and avoid attacking aggressively. Since she can dance circles around you, any whiffed attack can lead to a world of pain.

Lei

Hwoarang is another tricky character, and he can be hard to keep down if he gets a good flow going. If he's rushing in, Lei has few options to get out of it. Most, if not all, of Hwoarang's attacks are kicks, rendering Lei's Drunken Punch Parry nearly useless. Hwoarang's mid low strings also make it hard for Lei to safely drop to the ground without getting hit by low kicks. Hwoarang also has a large number of attacks that hit and/or pick up grounded opponents, making Lei's unique grounded attacks a risky option. With all of this in mind, you should try to play very simply and don't overreact whenever you're knocked to the ground. Alternatively, you can try a flurry of attacks, so that you gain a good flow instead of him.

Nina is devastating. If she ends her combos with her Blaze Stinger (↖↗), her wake-up game is usually in her favor. Try to recognize what follow-up she will do afterward, and decide whether you should stay down to avoid a relaunch hit, or get up to block a mid ground-hitting attack like her Skull Splitter (↖↗↘↙) or Leaping Axe Kick (↖↗). With Nina's high damage juggles and traps, try to play with the mindset that any hit can lead to your death. Playing defensively and non-linearly would be key here, because most high-level Nina players are always moving. Nina's poking game is varied and complicated. It's sometimes best to just block mid, and watch for that low attack or big whiff move to come out so that you can take advantage of it. Don't anticipate it because one missed block can lead to a free launch. If she's mainly poking with her Uppercut to Jab (↖↗↘↙) or Ivory Cutter (↖↗), note that Lei can Drunken Punch Parry these attacks. Unfortunately, Lei has no guaranteed follow-ups after the parry, and all it does is reset a guessing game for both characters. However, it does give you a brief moment to think of what to do next. Keep your distance and pick your shots with quick long-range pokes like Toe Kick (↖↗) or Low Kick (↖↗), or counter hit Razor Rush Tiger (↖↗↘↙↘↙↘↙), or Wolf Strike (↖↗↘↙↘↙↘↙) strings, or Mauling Dragon (↖↗↘↙) to catch a swaying Nina.

Xiaoyu is a high school student who is on a personal mission to save the Mishima family.

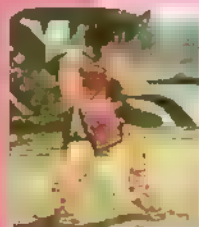
In the previous tournament, Xiaoyu was saved from the evil plans of Heihachi by Yoshimitsu, who taught her the history of the Mishima family. Xiaoyu began to believe that the root of all misfortune surrounding the Mishimas started with Heihachi's cruel upbringing of Kazuya.

When Xiaoyu heard of the death of Heihachi, a tear came to her eye. "If only I could turn back time," Xiaoyu said, with a hint of sadness and regret.

Later, Xiaoyu met a brilliant scientist who claimed that he could make a time machine if he got the funding for development.

Under the condition that she would be first to use the machine, Xiaoyu pulled out the wadded scrap of paper in her pocket... an invitation to the fifth King of Iron Fist Tournament.

Ling Xiaoyu



Player 1 Costume



Player 2 Costume



Alternative Costume



Alternative Costume

Items

Head



Head - Ribbon
150,000 G
Both Outfits - No



Head - Straight Hair
300,000 G
Both Outfits - No



Head - Chinese Chignon
80,000 G
Both Outfits - Yes



Head - Ponytail
500,000 G
Both Outfits - No



Head - Aviator Hat
300,000 G
Both Outfits - No

Face



Face - Head Band
200,000 G
Both Outfits - No



Face - Star Earrings
60,000 G
Both Outfits - No



Face - Glasses
50,000 G
Both Outfits - Yes



Face - Pink Sunglasses
150,000 G
Both Outfits - No



Face - Headphones
120,000 G
Both Outfits - No

Upper Body



Upper Body - Wings
500,000 G
Both Outfits - No



Upper Body - Backpack
60,000 G
Both Outfits - No



Upper Body - Spindle
40,000 G
Both Outfits - Yes



Upper Body - Waist Pouch
30,000 G
Both Outfits - No



Upper Body - Skateboard
200,000 G
Both Outfits - No

Lower Body



Lower Body - Little Wings
30,000 G
Both Outfits - Yes



Lower Body - Little Wings
120,000 G
Both Outfits - No



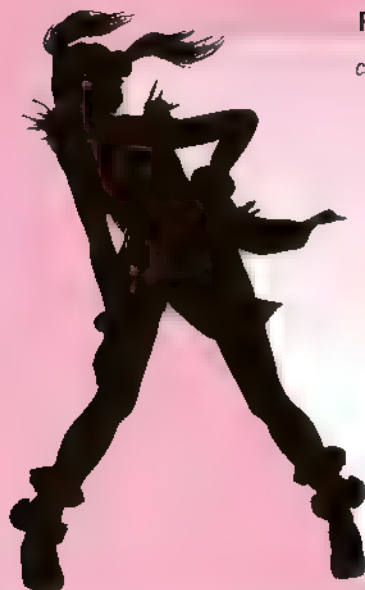
Lower Body - Skateboard
30,000 G
Both Outfits - Yes



Lower Body - Inline Skates
60,000 G
Both Outfits - No



Lower Body - Cellular Phone
60,000 G
Both Outfits - Yes



Player 1 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Light Blue
8,000 G



Color - Pink
8,000 G



Player 2 Colors

Color - Black/White
18,000 G



Color - Red
8,000 G



Color - Blue
8,000 G



Color - Yellow
8,000 G



Color - Green
8,000 G



Color - Orange
8,000 G



Color - Green & Yellow
8,000 G



Color - Pink
8,000 G



Move List

Move	Commands	Properties	Damage	Notes
Bayonet	↻	H, H	4, 7	
Bayonet Thruster	↻	H, H, M	4, 7, 17	Knockdown
Bayonet McTwist	↻	H, M	4, 10	
Fan Dance to Reverse Stance	↻	H, M	4, 10	Rain Dance
Fan Dance to Pushing Hands	↻	H, M, M	4, 10, 24	Knockdown
April Showers	↻	H, M	8, 10	Rain Dance
May Flowers	↻	H, M	8, 10	
Crescent Moon Kick	[↻]	M	25	Knockdown on Counter Hit
Crescent Moon Kick to Phoenix	[↻]	M	25	Knockdown on Counter Hit, shifts to Phoenix
Birds Flock	↻	M	24	Knockdown
Spinner	↻ (or ↻)			
Cloud Kick	→	H	25	Knockdown
Cartwheel Left	→			
Dive Roll Right	→			
Belly Chop	↘	M	15	
Belly Chop Backward	↘	M	15	Shifts to Rain Dance
Butter the Bread	↘	M	15	
Cross Lifting Palms	↘ [↻]	M, M	8, 12	Launcher
Blooming Flower	↘	M	17	
Right Front Kick	↘	M	11	
Sunset Fan	↓	M, M, M	7, 7, 7	
Flapping Wings	↓	M, M, M	7, 7, 7	Shifts to Phoenix
Street Sweeper Combo	↓	L, H	8, 18	Knockdown
Storming Flower	↘	M	37	Knockdown
Knee Cracker	↘	L	10	
Nutcracker	↘	L	10	
Great Wall Left	←	M	10	Blocks attacks then shifts to Rain Dance
Great Wall Right	←	M	10	Blocks attacks then shifts to Rain Dance
Peacock Kick	←	H	21	Rain Dance
Phoenix Twin Kick	←	H, H	13, 15	Rain Dance

Hypnotist

Moves	Commands	Properties	Damage	Notes
Hypnotist	↔ ↔			
Spin Sticker	During Hypnotist ↔	M	45	Knockdown
Thunder Strike	During Hypnotist ↔	I, M	40, 7	Knockdown
Falling Tiger Kick	During Hypnotist ↔	H	20	
Deadly Orchid	During Hypnotist ↔	H	26	Knockdown
Backflip	↖ ↔	■	21	Launcher
Backflip to Phoenix	↖ ↔ ↓ ↔	M	21	Launcher, shifts to Phoenix
Single Fan	↑ ↔	■	5	Shifts to Rain Dance
Single Fan Forward	↑ ↔	M	5	
Double Fan Forward	↑ ↔	M, M	5, 8	
Hydrangea	↑ ↔ ↔	M, M, M	5, 8, 12	
Fortune Cookie	↑ ↔ ↔ ↔	M, M, M, M	5, 8, 12, 21	Knockdown
Ginger Snap	↑ ↔ ↔	M, M	5, 8	
Dragonfly	↗ ↔	■	25	Knockdown
Dragonfly to Phoenix	↗ ↔ ↓ ↔	M,	25	Knockdown, shifts to Phoenix
Cyanide	↗ ↔	M	21	Launcher on Counter Hit
Flare Kick to Phoenix	↗ ↔ ↓ ↔	M	21	Shifts to Phoenix
Shooting Star	↗ ↔	M, M, M	8, 10, 12	Knockdown
Poison Flower	→ ↔ ↔ ↔	M, H	15, 18	Knockdown
Fortune	→ ↔ ↔ ↔	M, M	12, 21	Knockdown
Raccoon Swing	→ ↔ ↔	M	13	Rain Dance
Step Kick	→ ↔ ↔	M	■	Knockdown, Crumple Stun, Counter Hit
Swallow Dance	→ ↔ ↔ While enemy is guarding ↔			
X Marks the Spot	→ ↔ ↔ ↔	M, M	12, 21	Staggers when blocked
Front Layout	→ ↔ ↔	M	25	
Sunflower	While rising ↔	■	12	Launcher on Counter Hit, shifts to Rain Dance
Jasmine Blossom	While rising ↔ hold	M	16	Launcher on Counter Hit, shifts to Rain Dance
Skyscraper Kick	While rising ↔	M	18	Launcher
Rising Axe Kick	While rising ↔	M	22	
Rising Spin Kick	While rising ↔ ↔	H	20	Crumple Stun on Counter Hit
Fire Dancer	While crouching ↔ ↔ ↔ ↔	L, H, H, M	8, 6, 6, 12	Launcher
Lotus Twist	While crouching ↘ ↔ ↔	S, S	10, 15	
Quick Shady Lotus	While crouching ↘ ↔ ↘	S	10	Shifts to low Rain Dance
Double Map Sweep	While crouching ↘ ↔ ↔	L, L	6, 10	
Low Back Turn	While crouching ↗ ↔			Rain Dance
Phoenix Tail	During sidestep ↔	L	21	Knockdown
Street Sweeper	During sidestep ↔	L	16	

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	↑ ↔ ↔ ↔ ↔ ↔ ↔ ↔ ↔	M, H, H, M, M, H, L, L, M, M	20, 4, 7, 12, 10, 15, 6, 10, 14, 14	Knockdown
10 Hit Combo 2	↑ ↔ ↔ ↔ ↔ ↔ ↔ ↔ ↔	M, H, H, L, L, M, M, L, M, M	20, 4, 7, 6, 10, 12, 12, 10, 16, 14	Knockdown

Phoenix

Move	Commands	Properties	Damage	Notes
Phoenix	↓ ↻			
Wave Crest Quick	↓ ↻ ↻	M	25	Launcher
Wave Crest Power	During Phoenix ↻	M	16	Launcher
Wave Crest Heavy	During Phoenix ↓ ↻	M	25	Launcher
Phoenix Talon	During Phoenix ↻	M, M, M	8, 8, 14	Launcher
Left Handful	During Phoenix ↻	M	7	
Right Handful	During Phoenix ↻	M	12	
Phoenix Double Palm	During Phoenix ↻ ↻	M, ■	12, 15	Knockdown
Knee Stabber	During Phoenix ↻	L	15	Returns to Phoenix
Back Kick	During Phoenix ↻	M	23	Knockdown
Back Kick to Rain Dance	During Phoenix ↻ ↻	M	23	Knockdown, shifts to Rain Dance
Firecracker	During Phoenix [↻ ↻]	L	15	Knockdown
Firecracker Roll	During Firecracker ↑ (or ↓)			
Flower Garden	During Phoenix → ↻ ↻	L, L	7, 10	
Phoenix Swipe	During Phoenix ↓ ↻	L	13	
Flower Power	During Phoenix ↑ ↻ ↻	M, M	8, 12	
Double Barrel Shotgun	During Phoenix ↻ ↻ ↻	M, H	15, 23	Launcher
Double Scissor Kick	During Phoenix ↻ ↻ ↻	M, M	15, 25	Launcher
Sky Kick	During Phoenix ↻ while landing ↻	L	19	Knockdown
Jumping Pirouette	During Phoenix ↻ ☆ ↻	M	30	Turns enemy backwards
Jumping Pirouette to Phoenix	During Phoenix ↻ ☆ ↻ ↓ ↻	M	30	Turns enemy backwards, shifts to Phoenix
Crane Kick	During Phoenix ↻ ☆ ↻	M	25	Launcher
Butterfly	During Phoenix ↓			Shifts to Phoenix
Jump	During Phoenix ↑			
Phoenix to Rain Dance	During Phoenix ↻ ↻			Shifts to Rain Dance
Roll Ball	During Phoenix → ↻			
Forward Roll to Phoenix	During Phoenix → ↻ ↓			Shifts to Phoenix
False Salute	↻			
Greetings	↻			

Rain Dance

Move	Commands	Properties	Damage	Notes
Rain Dance	↻ ↻			
Falcon's Beak	During Rain Dance ↻	M	22	Crumple Stun on Counter Hit
Dark & Stormy	During Rain Dance ↻ ↻ ↻	H, H, M	10, 10, 15	Launcher
Monkey Kick	During Rain Dance ↻	M	16	Knockdown
Mistrust	During Rain Dance ↻	M	16	Launcher
Spin Tornado Up (Down)	During Rain Dance ↻ (or ↓ ↻)			
Spinning Push Hands	During Rain Dance → ↻	M	18	
California Roll	During Rain Dance → ↻			
Cyclone Left	During Rain Dance → ↻ ↻	M	25	Ends in Rain Dance
Back Circle Breaker	During Rain Dance ↓ ↻	L	15	Knockdown on Counter Hit, shifts to Rain Dance
Back Circle Breaker Forward	During Rain Dance ↓ ↻	L	15	Knockdown on Counter Hit
Guard Breaker	During Rain Dance ↓ ↻	L		Staggers on hit
Spin Tornado	During Rain Dance ↓ ↻			Shifts to Phoenix
Peg Leg	During Rain Dance → ↻ ↻	M	20	

Throws

Name	Command	Properties	Damage	Escapes
Jade	Approach enemy (← or → + ↻)	H	35	↻
Ruby	Approach enemy (← or → + ↻)	H	35	↻
Arm Flip	Approach from left side (← + ↻)	H	45	↻
Dump the Bucket	Approach from right side (→ + ↻)	H	38	↻
Crank Up	Approach from behind (↻ or ↻)	H	50	-
Dragon Fall	Approach enemy (↻ + ↻)	H	30	↻
So Shoa Me	Approach enemy (↻ + ↻)	H	15	-
Dislocator	Approach enemy (↻ + ↻)	H	35	↻
Back Layout	During Rain Dance (↻ + ↻)	M	23, 30	-
Reverse Throw	During Rain Dance (↻ + ↻) (or ↻)	H	35	↻
Cradle Throw	During Phoenix (↻ or ↻)	H	35	↻
High Mid Parry	↻			
Rain Dance to High Mid Parry	During Rain Dance ↻			
Rain Dance to Low Parry	During Rain Dance ↻ + ↻			

Top Ten List

1 X Marks the Spot



↻ + ↻ + ↻

This is the attack that *almost* has it all. It hits mid twice, it tracks pretty decently against sidesteppers, it gives you good damage on hit, and it is safe on block because it leaves the opponent in a crouch stun. When you need to cover some distance to get in close range for poking, this is a move that can help you do it safely. On hit, backdash and look for an opponent whiffing a while rising attack so you can get a free Storming Flower (↻ + ↻) or Shooting Star (↻ + ↻). X Marks the Spot also works well as one of her best juggle finishers. End a combo with it, and the opponent won't be able to Quick Recovery any of your wake-up tactics. An extra bonus of this wonderful attack is that if the first strike misses and the second one hits, the opponent bounces up for a free Front Layout (↻ + ↻). And, if they try to move when the Front Layout connects (you'll see a little extra bounce if this happens), a Crescent Moon Kick (↻ + ↻) is guaranteed.

3 Shooting Star



↻ + ↻

New to *Tekken 5*, the Shooting Star is an awesome tool when used correctly. On a normal hit, Xiaoyu can dash in slightly for a free Crescent Moon Kick (↻ + ↻), unless the opponent successfully holds Forward to spring up and block it. This move is your best long-range whiff punisher (and it's not bad up close either). Because of the type of command it has, you can do it from full crouch position. It also serves as a pretty decent low crush move that punishes any low or throw that isn't fast enough to interrupt it. If it is blocked, Xiaoyu recovers in Rain Dance with a slight disadvantage. Her Monkey Kick (Rain Dance ↻) will stuff any major attacks that come at her, but she can also sidestep to fish for a Mistrust launcher (Rain Dance ↻) if they whiff. Or she can try to California Roll (Rain Dance ↻) her way in close under most attacks to see if she can do some damage that way. The possibilities are endless. Just keep in mind that the Shooting Star is linear, so constant sidesteppers will frequently dodge it if it's overused.

2 Barrel Shotgun



Phoenix, ↻ + ↻ + ↻

The Phoenix (↻ + ↻) is very versatile because it goes under highs (and some mids), with the added bonus that Xiaoyu takes a minor sidestep to her right to dodge even more attacks, like generic crouching left kicks (↻ + ↻). Of all the attacks that are built into Phoenix, none are more useful than the Barrel Shotgun. It's quick enough to punish almost any kind of whiffed attack, and the reward is always a nice juggle for decent 40%+ damage. The best time to try it is after an opponent successfully defends against one of your moves with a small, negative recovery. For instance, if you have a power attack blocked, like Birds Flock (↻) or Storming Flower (↻ + ↻), immediately input ↻ + ↻ to dodge and punish almost anything the opponent uses against you. Also, try to intentionally miss the Barrel Shotgun out of range at times. When the bait misses, you can follow up with the Double Barrel Shotgun (Phoenix ↻ + ↻) to ward off any instant retaliations.

4 Raccoon Swing



↻ + ↻ + ↻

This is Xiaoyu's primary power attack. If it hits, the damage is small and the attack advantage is slight because she recovers in Rain Dance. If you decide what to do next. However, on counter hit, the opponent gets launched by a guaranteed Mistrust (Rain Dance ↻) for juggles that can deliver over 50% damage. It reaches pretty far, especially if you input it as a dashing (↻ + ↻) attack. It's pretty safe on block, allowing many of the same set-ups as the blocked Shooting Star. Unlike most of her advancing (↻ + ↻) attacks, you can input the left kick button pretty late after the initial dash (↻ + ↻ + ↻). This pause might be enough to bait the opponent into attacking you, for a Raccoon Swing counter hit. It tracks very well to her right, but not too well to her left. Besides that weakness, feel free to abuse it just out of poking range to keep your opponents on their toes.

Phoenix Tail



SS ↺

While subject to free punishment if misused, this attack always delivers a big 50% combo when it connects. The command used to input the attack has two benefits when you're under attack: It sidesteps any linear strikes, while going under any high ones. However, this isn't the fastest attack in her arsenal, so it's easy for ■ opponent to block or interrupt. It is best used on active sidesteppers, because it tracks really well. Or use it to dodge and punish slow attacks or strings coming in from long range, rather than the fast stuff in close (instead, use the similar Street Sweeper, SS ↺, for its speed). Still, even when opponents begin to "see" the Phoenix Tail coming, Xiaoyu can fake them out with a cancel into Rain Dance (SS ↺ ↻) for some back-turned set-ups. If they begin to defend that tactic successfully, the Phoenix Tail should then be used only when it is guaranteed against a whiffed attack.

Belly Chop Backward



↺ ↻

While *Tekken 5* is not as poke-oriented as *Tekken 4* was, Xiaoyu still delivers most of her damage by wearing the opponent down with a variety of quick, low damage strikes while close to an opponent. The Belly Chop is the move that all of her custom poking strings are built around. The primary benefit of this wonderful move is that it crushes all high attacks *instantly*. This is your ultimate jab and throw stopper. Some high crush moves need a few frames to achieve this, but not the Belly Chop. It ■ fast enough for you to constantly abuse on opponents who are fighting close, and it recovers very well if it is blocked. On any kind of hit, she gets an extremely good frame advantage, which you can follow up with another attack of your choice. That will depend on if she recovers facing forward or backward. Some of the strongest options include attempting an anti-backdash throw or Cross Lifting Palms (↺ ↻ ↻) when facing forward, or a Peg Leg (Rain Dance ↻ ↻ ↻) or the Back Layout (Rain Dance ↻ ↻ ↻) if in Rain Dance. Be careful with the Belly Chop, because it is pretty linear.

Bayonet Thruster



↺ ↻ ↻

In addition to the Belly Chop, a poking Xiaoyu needs the Bayonet...or at least variations of it. Instead of thinking of it as one full attack string, keep in mind that its strength comes from using its parts. Xiaoyu can use the jab ↺ alone for a great advantage, and attempt a throw or a power mid attack ■ it hits. She can try the high double jabs (↺ ↺) ■ an advancing pressure tool, which recovers instantly on block for more poking mix-ups (Belly Chop, a low kick, a sidestep, etc.). She can attack with the Bayonet McTwist (↺ ↻ ↻) as a way of attacking with the fast, high jab, but following with a mid uppercut to punish crouching characters. (The ↻ ↻ can be delayed too!) Because the Bayonet McTwist can recover in Rain Dance, she can surprise the opponent with a back-turned low jab (Rain Dance ↻ ↻ or ↻ ↻) that will hit anyone who tries to block it standing. Finally, the full Bayonet Thruster (↺ ↻ ↻) is a great fakeout string to knock down an aggressive opponent who doesn't wait to block the final hit. This string is also a great wall combo finisher.

Skyscraper Kick



WR ↺

This attack was easily one of her best three in *Tekken 4*, because it allowed her to get a free Crescent Moon Kick (↺ ↻) when it connected. As an answer to the prayers and complaints of many, that free follow-up can now be Quick Recovered to safety. Still, Xiaoyu has plenty of reasons to continue using it. It is extremely quick, its attack range is generous, and it knocks down on any hit. Try not to use it in close, because it is punishable on block (use the equally quick but less damaging WR ↺ instead). And be careful of its linear properties against sidesteppers. When you duck under jabs or throw attempts, this is the move to use. When you block weak low kicks and don't have time to try something stronger (like her WR ↻ Sunflower), this is a great punisher that keeps opponents unsure of what to safely try against Xiaoyu. When it does hit, simply rush in to mix up a Quick Recovering opponent. If they choose to stay down, the Crescent Moon Kick is still a powerful option.

Mistrust



Rain Dance ↻

When Xiaoyu's back is turned into Rain Dance, she is pretty versatile for a character who's unable to block. Of ■ of her Rain Dance attacks, Mistrust is the most feared. On any hit, it juggles for 50% combo damage, and near a wall, it launches the opponent high for her strongest free follow-ups as they slide down. Unfortunately, Mistrust is very unsafe when blocked, especially when used too close to the opponent. If you want to be safe, you might only want to use it to punish whiff attacks, but if you want to keep your opponent honest, you should try it when you feel they will crouch her other Rain Dance attacks. To provoke whiffs when another attack that recovers in Rain Dance is blocked (Raccoon Swing, Belly Chop, Triple Stutter Kicks), sidestep left or right as the opponent tries to retaliate. If Kazuya blocks your Raccoon Swing and attacks with an Electric Wind Godfist or Hellsweep, Xiaoyu can sidestep left to dodge them. You get a Mistrust launch on him for free.

Birds Flock



↺

While Xiaoyu has access to faster "power" mids, like X Marks the Spot and Stormy Flower, this attack's usefulness lies in the fact that it *isn't* very fast. Because of its longer startup, it serves as ■ rhythm-breaking move that doesn't flow fluidly with her other options. This causes opponents to crouch at the wrong time and take the hit, or attack too early when they think the coast is clear. Try to use it as a wake-up tactic on a rising opponent who likes to parry or reverse your attacks. They will miss grabbing this attack by trying to interrupt Xiaoyu too early. Also, during Xiaoyu's custom poking barrages, try to mix in a sidestep followed by a Birds Flock attempt. You will have dodged any quick poke interrupts, while possibly counter hitting any slower, powerful ones. On regular hit, a Crescent Moon Kick (↺ ↻) is free for big combo damage. On counter hit, the opponent gets knocked far away for a free Shooting Star (↺ ↻), which will then allow a free Crescent Moon Kick if they try to avoid her landing stomp (look for the small bounce).

Xiaoyu is one of the most versatile characters in *Tekken*. She can handle herself just fine in almost any situation against any character. The trick is not to rely too heavily on any single attack or string. She gets the best results when her battle plan involves the sum of her many attacks. There is no single perfect way to apply her many tools, but you should try to become effective at attacking evasively. Instead of going toe-to-toe with your opponent, go at them from as many odd angles as possible. Dodge each attack, and punish them for trying it. Approach each set-up with the mindset that Xiaoyu can dodge and retaliate against almost any move that is thrown at her. Dodging a move most often involves going over it, under it, or around it from the side, or creating space by going backward. The hard (but fun!) part is to figure out what the opponent is attacking with, so Xiaoyu can avoid it in the first place.

Xiaoyu can fall victim to two major weaknesses, sidesteppers and predictability. Many of her attacks, as useful as they often are, can be vulnerable to an opponent who is constantly dodging her. This problem is especially noticeable when they are moving to her left. To minimize this problem, recognize it early and use her best tracking attacks to keep the opponent in front of her. The best tools she has are the Spin Sweep (↓↘), the Phoenix Tail (SS↘), and Flower Power (Phoenix ↑↘). These moves track well in both directions. Also use X Marks the Spot (→↘↘) for opponents who dodge to her left, and the Raccoon Swing (→↘↘) for those who dodge to her right. Dashing in with Bayonet starter jabs (↘↘) works well too. You can even sidestep with them to get back on track with your other moves. There are other moves that follow opponents, but these will start you off.

Xiaoyu can do a lot of things out in open spaces, but her wall pressure game is tremendous. Once a player is pinned down with their back to the wall, they are at her mercy. Basically, Xiaoyu can constantly harass with very safe, high-priority, quick-recovering pokes for an infinite period of time. Once you're pretty sure a power option will connect, that's when the real pain begins. First, here are her best wall poking moves: Jab (↘), Bayonet (↘↘) Double Jab McTwist into Rain Dance (↘↘↘), Belly Chop (↘↘), a quick special mid punch (↘↘), a Rain Dance low punch (Rain Dance ↘↘ or ↘↘), a Sun Flower into Rain Dance (WR↘), the Flower Bed (WC↘), the Back Circle Breaker (Rain Dance ↘↘), a Nutcracker (↘↘) and a simple low kick (↘). Poke with the jabs or a Belly Chop. Anytime your poke hits, do a low kick or a special mid punch. If you use the slow-recovering low ankle kick (↘), follow up with a low jab (WC↘) to interrupt them. Anytime you're in full crouch with an attack advantage, do a Sun Flower or a Flower Bed. If you're in Rain Dance with attack advantage, do the Rain Dance ↘↘ or ↘.

Good Match-Ups

Feng is powerful, but he has certain weaknesses that Xiaoyu can exploit if she's careful and focused. Firstly, he is pretty linear. Xiaoyu can easily dodge many of his attacks when she sidesteps/sidewalks to her right. Once he's open on the flanks, you have many options to hurt him with. Also, in-close fighting favors her abilities, because his favorite tool is neutralized: the extremely quick and punishing "Stop in the Name of Love" punch (↘↘). If you sense it is coming after you block his advancing strings, a Belly Chop will win every single time. If he finishes a string with a shoulder charge of almost any kind, a Cloud Kick (↘↘) is free with the Crescent Moon Kick (↘↘↘) finish. Staying away from the wall against Feng is rule #1, because his pressure game is very potent. If you're stuck, try to sidewalk to safety rather than battle him off of you. His Tremor Stomp (↘↘↘) produces a very strong Guard Stun if Xiaoyu blocks it. Look for the Avalanche throw, break it with ↘, and go into Phoenix to punish it as well. When he knocks you down, do not quick roll back for any reason. Try to roll to your left to avoid some of his better options, or he'll pepper you with attacks as you try to rise. Finally, if he hits you with his low Piercing Arrow (↘↘), try to trade hits by attacking with WC↘. If you try anything slower, he will likely punish Xiaoyu for free.

Asuka can hurt a player who makes too many mistakes, but she has some weaknesses that work in Xiaoyu's favor. Her linearity allows you to avoid many options that an aggressive Asuka opponent tries. If you constantly move to the side, it will be very hard for her to keep the pressure on Xiaoyu. Keep in mind that her recovery when blocked isn't great, but she has many counter attacks that slow down instant retaliations. Rather than guess what she is trying to use to interrupt you, simply sidestep her follow-ups and then attack her. After a while, you'll learn when and how to attack her without the step. One thing she may use on you is her inescapable Destabilizer (↘↘). She gets a minor frame advantage and nothing else. Again, attempt to sidestep her when she pulls it off, but when in doubt, simply stand there and break the likely throw she may try. This way, you block any powerful launchers. Speaking of which, don't whiff moves from a distance, because this is a strength of hers for 50% damage. Stay in close while

Combos

Combo 1



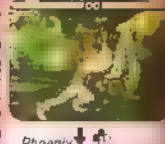
During Rain Dance

Combo 2



CN

Combo 4



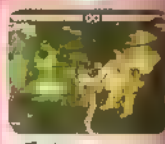
Phoenix



↘↘



Phoenix



↘↘

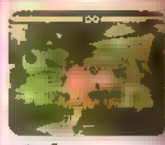


↘↘↘

Combo 3



Phoenix



↘↘



↘↘



Wall



↘↘↘



constantly poking and sidestepping her. If she tries a White Heron Dance (↘↘↘) set-duck and use a Sun Flower (WR↘) or Skyscraper Kick (WR↘) to punish the attempt. If must block it, learn where the holes are, because it is predictable with experience. In general, don't duck against her, keep moving to the side, and you'll be fine.

Lee is a good match-up for Xiaoyu, because she can handle many of his primary tools very easily. You'll want to constantly go under his high attacks with a Belly Chop, and use the advantage of the hit to begin your poking set-ups. Many of his stronger attacks can be sidestepped or have a noticeable startup time. Use the visual clues to attempt to get free Phoenix Tail (SS↘) juggles. Also, if he likes to abuse his high poking strings a lot, a Wave Crest Power (Phoenix ↘) will give you big rewards. Keep him back with plenty of Raccoon Swings (↘↘↘) and always punish his Silver Arrow (↘↘) with the two hits of the Bayonet, or even a tremor stomp attempt. You do *not* want to be launched by Lee on a wall stage because of his huge damage, so stay standing unless you can see a low attack coming. When you block a move of his, immediately stepping to your right to avoid many custom follow-ups he tries. If he can't launch you, there is little reason to fear this match-up.

Bad Match-Ups

Nina is the toughest match for Xiaoyu. She has many, many tools that neutralize a lot of Xiaoyu's strengths. Phoenix must be used very sparingly, because most of Nina's attacks are easily blocked. When poking in close, Nina's blocked attack recovery, poke speed, and natural dodging style allow her to force the action more on Xiaoyu than vice versa. You'll have to play defensively against her. First off, if you want to sidestep or sidewalk, go to your right when can. This avoids her Uppercut to Jab (↘↘↘), her Ivory Cutter (↘↘), and her Siren's Song (↘↘). These moves are dangerous to deal with lightly. The Uppercut to Jab sets up many



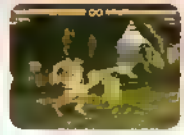
options for Nina, and leaves her with an advantage on block. Try to sidestep right and quickly attack whenever you feel an opening, but if she ever delays the second hit, an Alternate Cloud Kick (↘↘) is free because it avoids all high attacks. The Ivory Cutter recovers more slowly on block than it did in *Tekken 4*, but it is still one of the best moves in the game to stop Phoenix and Rain Dance transitions. Because of this, play in normal stance a lot, and try a Sun Flower (WR) or Sky Scraper Kick (WR) if you block this dreaded move. The Siren's Kiss is high, but it leaves Nina with a great advantage if both attacks are blocked. Look for throws or her Wipe the Floor sweep (↘↘) in this situation. Xiaoyu gets a free Full Crouch Heavy Crest Wave (WC↘↘↘) or Delayed Sun Flower when blocking this sweep. If you can, practice blocking the second hit of the kicks altogether.

Paul can be rough to fight against, because he is tough to punish when played well. He also has many tools to interrupt the Phoenix, so be selective when you want to use it. His weakness is that you can step him to Xiaoyu's left, but unless he's overly aggressive, you won't find too many openings. Safely played, he can poke around until he senses a good attack advantage, and then he rushes in for a strong mix-up. You'll want to go left against Paul often; he has few tools that track Xiaoyu well when she does. His strongest punishers include the Demolition Man combo (↘↘ on hit ↘ on hit), the Juggernaut (↘↘ on hit), and the Phoenix Smasher (↘↘↘). The Demolition Man combo finisher can be stepped at the final hit if the first two are blocked, but it'll take a lot of practice. Noticeably, the initial trip will knock Xiaoyu down if she is constantly triple sidestepping to her left with Hypnotist stance (↘), but the last hits will miss. If you can block the first hit of the Juggernaut, a full crouch or Phoenix attack will dodge and punish the second hit. The Phoenix Smasher is strong, but Phoenix goes under it well, and Rain Dance goes around it. When you sense Paul wants to rush in with pokes, jab him away from you. Throw out Belly Chops (↘↘), or use a quick and simple Right Front Kick (↘). He does his worst damage when in close, so keep him back and keep moving left as you look for openings.

While it's not really a "bad match-up", facing a good Craig Marduk is a challenging and unique way. You must play against him very carefully, because of his natural and technical ability to create space. A lot of attacks will miss Marduk if he's simply guarding against Xiaoyu's custom strings and attacks. Even the long-reaching Shooting Star (↘↘) may end up missing on the third hit! If you realize this, you'll get used to adding an extra dash in before you try something that's not very close to him. This allows you to at least make contact at all times. As an added headache, he has access to a backdash Vale Tudo stance called Cornered Beast (↘↘), which creates even more space between him and your whiffed attack. When you sense this coming, particularly when you block a move of his, you really have to run him down and attack with Birds Flock (↘) or a Storming Flower (↘↘) to keep things in Xiaoyu's favor. In normal fighting, you can poke him a bit, but be careful not to abuse high strikes. He goes under them very well with many of his options. Abuse mid attacks like the new Rising Axe Kick (WR), Poison flower (↘↘↘) and X Marks the Spot (↘↘↘). He seems to be

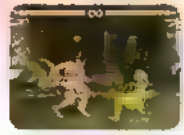
Parry Follow-Ups

Low Punch Parry



↘↘↘, ↘↘↘, Rain Dance↘, Rain Dance↘, Rain Dance↘

Low Kick Parry



↘↘

most vulnerable if you are stepping to Xiaoyu's right, and you'll have plenty of time to punish him if he whiffs a power move when you dodge it. He has several moves to look out for, but try your best to control his Dunk Elbow (↘↘), his Knee Slicer (↘↘), and his Double Leg Take Down (Cornered Beast). Against the Knee Slicer, your best bet is to simply block it and go for the free Skyscraper Kick (WR). When you have enough time and room, sidestepping to Xiaoyu's right will avoid this annoying low attack as well. The Double Leg Take Down has two good defenses that work against it: a Dragonfly (↘↘) followed by a free Crescent Moon Kick (↘↘), or triple sidesteps in either direction if you have the time to dodge it. Be ready to escape the tackle with ↘ if it hits you in close.

After a failed restaurant business, martial arts master and expert chef Marshall Law entered the King of Iron Fist Tournament 4, hoping to get back on his feet. However, he failed to win the tournament and didn't even have the money to fly home. Marshall ended up staying in Japan and working at a famous Chinese restaurant as a day laborer.

A month after the tournament, Marshall received a phone call from his wife. Forest had taken Paul's motorcycle for a joyride and ended up causing a major traffic accident. Marshall needed an enormous sum of money to cover the property damage and hospital bills. He soon realized that in order to raise enough money to bail out Forest, he had no choice but to enter and win the King of Iron Fist Tournament 5.

Marshall Law



Player 1 Costume



Player 2 Costume



Alternative Costume

Items

Head



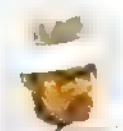
Head - Bowl Head
150,000 G
Both Outfits - No



Head - Bun
200,000 G
Both Outfits - No



Head - Natural Hairstyle
50,000 G
Both Outfits - Yes



Head - Chef's Hat
200,000 G
Both Outfits - No



Head - Chauffeur's Hat
300,000 G
Both Outfits - No

Face



Face - Sideburns
120,000 G
Both Outfits - No



Face - Beijing Opera Mask
300,000 G
Both Outfits - No



Face - 70's Sunglasses
30,000 G
Both Outfits - Yes



Face - Black Sunglasses
60,000 G
Both Outfits - No



Face - Black Mask
500,000 G
Both Outfits - No

Upper Body



Upper Body - Chest Plate
500,000 G
Both Outfits - No



Upper Body - Giant Brush
60,000 G
Both Outfits - No



Upper Body - Nunchaku
40,000 G
Both Outfits - Yes



Upper Body - Frying Pan
60,000 G
Both Outfits - No



Upper Body - River Crabs
150,000 G
Both Outfits - No

Lower Body



Lower Body - Tights
60,000 G
Both Outfits - Yes



Lower Body - Socks
30,000 G
Both Outfits - Yes



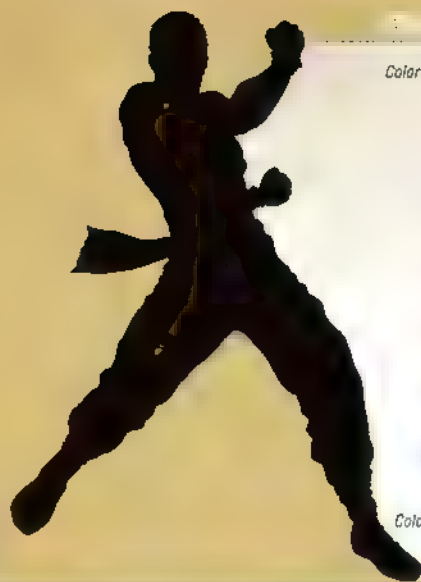
Lower Body - Yellow Nunchaku
80,000 G
Both Outfits - Yes



Lower Body - Broadsword
30,000 G
Both Outfits - Yes



Lower Body - Broadsword
120,000 G
Both Outfits - Yes



Color - Black/White 18,000 G			Color - Black/White 18,000 G
Color - Red 8,000 G			Color - Red 8,000 G
Color - Blue 8,000 G			Color - Blue 8,000 G
Color - Yellow 8,000 G			Color - Yellow 8,000 G
Color - Green 8,000 G			Color - Green 8,000 G
Color - Plum 8,000 G			Color - Orange 8,000 G
Color - Purple 8,000 G			Color - Purple 8,000 G
Color - Light Blue 8,000 G			Color - Cadet Blue 8,000 G

Move List

Move	Commands	Properties	Damage	Notes
Machine Gun Arrow	↺ ↻ ↻ ↻ ↻	H, H, H, H, H	5, 5, 5, 5, 5	Staggers
Left Right Combo	↺ ↻	H, H	5, 8	
Left Right to Knee	↺ ↻ ↻	H, H, M	5, 8, 10	
Left Right Combo to Somersault Feint	↺ ↻ ↻ ↻ ↻	H, H, M	5, 8, 25	Launcher
Rage Dragon Combo	↺ ↻ ↻ ↻	H, H, H, M	10, 8, 8, 21	
High Kick to Somersault	↺ ↻	H, M	18, 21	Launcher
Double Dragon's Breath	↺ ↻ ↻	H, H, M	18, 10, 21	Launcher
Triple Dragon's Breath	↺ ↻ ↻ ↻	H, H, H, M	18, 10, 10, 21	Knockdown
Feint to Middle Kick	↺ ↻ ↻	H, M	18, 15	
Shaolin Spin Kicks	↺ ↻ ↻	H, H, H	16, 12, 12	
Crescent Kick Combo	↺ ↻ ↻	H, M	16, 30	Knockdown
Backflip	↺	M	21	Launcher
Backflipper	↺ ↻ (or ↻ ↻ ↻)	M, M	21, 14	Launcher
Poison Arrow	→ [↻ ↻]	■	35	Crumple on Counter Hit
Rave War Combo	→ ↻ ↻ ↻	H, M, H	10, 5, 10	
Blazing Fist Combo	→ ↻ ↻ ↻	H, M, M	10, 5, 23	Knockdown
Dragon Hammer	→ ↻	M	23	Knockdown
Mid Kick	↻ ↻	M	18	
Step in Combo	↻ ↻ ↻ ↻	M, L, H	18, 10, 16	
Mid Kick Combo ■ Somersault Kick	↻ ↻ ↻ ↻	M, L, M	18, 10, 21	Knockdown
Right Middle Kick to Somersault Kick	↻ ↻ ↻	M, M	15, 25	Launcher
Low Backhand to High Kick	↓ ↻ ↻	L, M	15, 21	Knockdown
Body Blow to Somersault	↓ ↻ ↻	SM, M	8, 21	Launcher
Dragon Low Kick	↓ ↻	L	8	
Dragon's Breath	↓ ↻ ↻ ↻	L, H, M	8, 10, 25	Launcher
Low Kick to Somersault	↓ ↻ ↻	L, M	7, 21	Launcher
Frogman	↓ ↻	■	25	Launcher
Elbow Spring Kick	↻ ↻ ↻	M, M	15, 25	
Shin Crusher	↻ ↻	L	14	
Dragon's Tail	↻ ↻	L	25	Knockdown
Dragon's Tail to Somersault Kick	↻ ↻ ↻	L, M	25, 14	Knockdown
Charge Power Punch	↻ ↻ (↑ ↻ to cancel)	I	100	Knockdown
Dragon Storm	← ↻ ↻ ↻	M, M, M	12, 12, 15	Launcher
Junkyard Kick	← ↻ ↻ ↻	M, L, M	12, 8, 22	Launcher
Dragon Rush Combo	← ↻ ↻ ↻ ↻	M, L, L	12, 8, 21	Knockdown
Dragon Spin Kick	← ↻	M	30	Knockdown

Move	Commands	Properties	Damage	Notes
Somersault Kick	↖ ⊕	M	25	Launcher
Somersault	↖ ⊕			
Somersault Fake	↖ ⊕ ⊕	M	25	Launcher
Blackout	↖ ⊕	H	10	
Blackout Muggin'	↖ ⊕ ⊕	H, L	10, 7	
Jumping Kick to Somersault	↖ ⊕ ⊕	M, M	25, 25	Knockdown
Dragon Strike Combo	→ ⊕ ⊕ ⊕ ⊕	M, H, M	15, 13, 22	Knockdown
Dragon Cannon	→ ⊕ ⊕	■	28	Knockdown
Banana Peel	→ ⊕ ⊕	L	10	Slaggers on Counter Hit
Fury Fist Rush	↓ ↘ → ⊕ ⊕ ⊕ ⊕	H, H, H, M	4, 4, 4, 12	Launcher
Running Side Kick	→ → → ⊕	M	30	Knockdown
Dragon Uppercut	While rising ⊕	M	22	Launcher
Side Kick	While rising ⊕	H	16	
Front Kick Somersault Variation	While rising ⊕ ⊕	M, M	12, 21	Launcher
Double Impact	While crouching ⊕ ⊕	L, M	12, 21	Launcher
Low Kick to Somersault	While crouching ⊕ ⊕	L, M	7, 21	Launcher
Catapult Kick	While crouching ↖ ⊕	M	30	Knockdown
Rainbow Kick	While crouching ↖ ⊕	M	30	Knockdown
Slide Kick	While crouching ↘ ↓ ↖ ⊕	L	22	Knockdown
Double Dragon	During sidestep ⊕	M, H	16, 22	Knockdown
Dragon Judgment	During sidestep ⊕ ⊕ ⊕ ⊕	M, M, M, M	5, 7, 10, 27	Knockdown
Dragon Back Blow	Back towards enemy ⊕	H	15	Turns enemy backwards
Blind Elbow Combo	Back towards enemy ⊕ ⊕	M, M	18, 18	Knockdown
Jumping Kick to Somersault	Back towards enemy ↖ ⊕ ⊕	M, M	25, 21	Knockdown
Reverse Low	Back towards enemy ↓ ⊕	L	16	Knockdown

Fake Step

Move	Commands	Properties	Damage	Notes
Fake Step	← ⊕			
Tricky Trap	After Fake Step succeeds ⊕	H	12	Turns enemy backwards
Tricky Fist	After Fake Step succeeds ⊕	H	12	
Tricky Mid Kick	After Fake Step succeeds ⊕	M	22	Knockdown
Tricky Low Kick	After Fake Step succeeds ⊕	L	15	
Dragon Knuckle	During Fake Step ⊕	H	18	Knockdown
Dragon Knuckle Combo	During Fake Step ⊕ → ⊕	H, M	18, 25	Knockdown
Dragon Roar	During Fake Step → ⊕	M	43	Knockdown
Fake Step Uppercut	During Fake Step ⊕	■	32	Launcher
Dragon Cannon	During Fake Step ⊕	M	23	Knockdown
Dragon Junkyard Kick	During Fake Step ⊕ ⊕	L, M	8, 22	Launcher
Dragon's Flight	During Fake Step ⊕	H	40	Knockdown

Dragon Charge

Move	Commands	Properties	Damage	Notes
Dragon Charge	↓↘			
Dragon Knuckle	During Dragon Charge ↘	H	18	Knockdown
Dragon Knuckle Combo	During Dragon Charge ↘→↘	H, M	18, 25	Knockdown
Dragon Roar	During Dragon Charge →↘	M	25	Knockdown
Dragon Executioner	During Dragon Charge ↘↘↘↘	H, H, H, M	10, 8, 8, 21	
Dragon Claw	During Dragon Charge ↘↘	M	35	Knockdown
Dragon Cannon	During Dragon Charge ↘	M	23	Knockdown
Dragon Junkyard Kick	During Dragon Charge ↘↘	L, M	8, 22	Launcher
Dragon's Flight	During Dragon Charge ↘	H	40	Knockdown
Dragon's Fire	During Dragon Charge ↘	H	35	↘
Face Lift	During Dragon Charge ↘	H	30	↘

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	↘↘↘↘↘↘↘↘↘↘	M, H, M, H, H, L, H, H, H, M	10, 5, 6, 5, 7, 6, 7, 7, 10, 25	Knockdown
10 Hit Combo 2	↘↘↘↘↘↘↘↘↘↘	M, H, M, H, H, L, M, H, L, M	10, 5, 6, 5, 7, 6, 6, 8, 15, 26	Knockdown
10 Hit Combo 3	↘↘↘↘↘↘↘↘↘↘	M, H, M, H, H, L, M, L, L, M	10, 5, 6, 5, 7, 6, 6, 7, 7, 26	Knockdown
10 Hit Combo 4	↘↘↘↘↘↘↘↘↘↘	M, L, M, H, M, L, H, H, H, M	10, 6, 6, 8, 6, 6, 7, 7, 10, 25	Knockdown
10 Hit Combo 5	↘↘↘↘↘↘↘↘↘↘	M, L, M, H, M, L, M, H, L, M	10, 6, 6, 8, 6, 6, 8, 8, 15, 26	Knockdown
10 Hit Combo 6	↘↘↘↘↘↘↘↘↘↘	M, L, M, H, M, L, M, L, L, M	10, 6, 6, 8, 6, 6, 6, 7, 7, 26	Knockdown

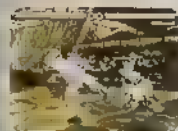
Throws

Name	Command	Properties	Damage	Escape
Dragon's Fire	Approach enemy ↘(or →↘)	H	35	↘
Hopping Frog	Approach enemy ↘(or →↘)	H	35	↘
Headlock Kick	Approach from left side ↘(or ↘)	H	40	↘
Ball Breaker	Approach from right side ↘(or ↘)	H	42	↘
Dragon Bites	Approach from behind ↘(or ↘)	H	50	
Headlock Punch	Approach enemy ↘↘	H	35	↘
Headlock Drop	Approach enemy ↘↘↘↘	H	40	↘
Knee Lift	Approach enemy →↘↘	H	15	↘
Run Up to Drop	Approach enemy →↘	H	40	↘
Parry	Time with enemy attack ↘↘(or ↘↘)			

Top Ten List

Shin Crusher

1



The Shin Crusher is one of Law's best low moves, because it is a low attack that can be done from the standing position. It's a low juggle starter when it hits on counter hit, and it also hits on grounded opponents, making them disable their kick while they are getting up.

Dragon Storm

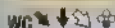
6



With more updated properties for old moves, Law makes out like a bandit with this one. They moved the properties back to all mid for this move, making the Dragon Storm the perfect anti-crouching move. Dragon Storm hits on counter hit, all three hits are guaranteed and will start a big combo.

Slide Kick

2



The Slide Kick is also a great low attack that does decent damage. The problem with this move is that you have to be crouching to pull it off. Your opponent will start to see you are crouching and block low. Using the Dragon Uppercut (WC, Kick) as mix-up will reopen the door to your Slide Kick.

Body Blow to Somersault

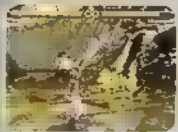
7



This is your combo-breaker attack. Anytime the going gets tough, use the Body Blow to Somersault to get out of it. This move has great priority and launches on counter hit. It can interrupt canned strings, but when the opponent blocks this move, you might be in a bit of trouble because they can get a decent-sized attack against you.

Junkyard Kick

3



This old string of Law's has received some new upgrades in *Tekken 5*. The first and biggest one is that it can be delayed on all hits now. This is huge for Law, because previously this string was seen as a low-parry nightmare. The second upgrade is that Law now has a mix-up on the last hit. He can go low or high and mix it up. Definitely a great move overall.

Dragon Strike Combo

8



This is a new string in Law's arsenal that serves him well as a combo ender. The cool thing about this string is that if the opponent gets hit by the first hit, the second hit is guaranteed, and the third hit puts the opponent in block stun for a while. If the second hit connects on counter hit, the third hit is guaranteed. Even if the string doesn't connect, it is pretty much safe on block.

Hop Kick

4



While this move is a basic hop kick, it's still one of the best. This can start most of Law's combos. It is also completely safe when blocked, so you don't need to worry about retaliation after using this move.

Right Kick

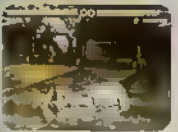
9



The Right Kick is an all-purpose kick that will send your opponent flying. This move is extremely fast and can start a big combo. The Right Kick will also stop a lot of moves from even coming out, because it is so fast. Throw out this move when you have nothing else to use. It is relatively safe.

Run Up to Drop

5



Quite possibly the most deceiving throw in the game, this one packs heavy damage. The Run Up to Drop looks like a low kick when it starts up, but if you are close enough, it will run up the opponent's body and drop on them. Opponents have a hard time seeing this coming and are unlikely to break the throw.

Knee Lift

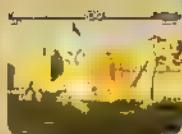
10



This is one of the very few throws in the game that actually starts a launcher and leaves Law open for combos. While these combos will do the same damage as any other combos, they start off with an unblockable throw. Mix up your escape throws to make sure the Knee Lift goes off without a hitch.

Good Match-Ups

Law is a tricky character to work with. A lot of his attacks are high-risk but also high-reward. With this comes damage from all of his combos. He can dish out 50% damage from almost any launcher anywhere on the stage. He can also interrupt a lot of strings that other characters might not be able to interrupt. Having a punch parry also gives him an advantage over characters who like to do the one-two punches a lot. He also has two very good throws. The Knee Lift (↘↘↘) is a combo starter and can get decent-sized juggles afterward. The Up to Drop is the other throw. It doesn't even resemble a throw and it's too late for the opponent to escape it. Law slicks his foot out, and if the opponent is close, they're taking the damage. His Right Kick (↘) is one of the best kicks in the game, because it is extremely fast and can land a decent-sized combo after it. He also has one of the best mix-ups from crouching of any character in the game. He can do Dragon Uppercut (WR↘) or the Slide Kick (WC↘↘) from crouching, which will make the opponent guess which way to block. Both moves are relatively safe, so Law can abuse them in any given situation.



Law vs. Ling

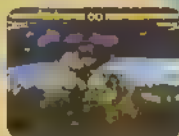
Law likes to chew up opponents who rely heavily on strings. Asuka is one of these characters. She has a lot of strings and will try to make you guess between high or low, but Law has that problem answered. Using Law's Body Blow to Somersault (↘↘↘) stops any of her strings in the middle, and it gets you a counter hit with some free damage afterward. Just stay in her face with the left punch strings, and she will have to resort to one-move tactics. When she finally decides that she can't string you to death, use your throws, especially Knee Lift (↘↘↘), to start you on your way to landing damage and winning against Asuka.

Law vs. Yoshimitsu

Law has a great advantage in this match-up because of his ability to combo off several low moves. Law is also great with tracking, and Ling is the kind of character who likes to abuse safe and off-axis moves and traps. Ling can't turn her back that much in this match, because Law can launch her with the Body Blow to Somersault (↘↘↘) every time she turns around. Law also has a lot of moves that will hit Ling out of her Phoenix (↘↘), so she will have to be quick or get launched. Delay your Junkyard Combo (↘↘↘↘) against her, and mix up the last hit she has constantly guess. She is usually the one who has frame traps, but you can do some of those also and make her feel pretty uncomfortable.

Law vs. Yoshimitsu

Yoshimitsu has a very hard time dishing out damage if he isn't near a wall. Try to stay midscreen, and do damage whenever you have the opportunity. Stick to your low moves, and watch out for his unblockable attacks. If you can predict when they are about to come out, you can nail Yoshimitsu with a Low Body Blow to Somersault (↘↘↘) and start a big combo. Use your throwing game against Yoshimitsu to throw off his attacks. He will try to set up other attacks without ending his combos, or he'll do little knockdowns to land more damage. Stay off-axis. This way you can avoid maximum damage, and Yoshimitsu can't take you to the closest wall, which is where he excels. The ultimate stage to beat Yoshimitsu is one without walls!



Law's weaknesses may be hard to see with the naked eye, but they are there. He has a lot of good moves, but most of them are punishable in some form. He has to be extremely careful when throwing out moves and trying to launch the opponent. Also, a lot of other characters have moves that can be abused over and over, and Law didn't get that kind of an upgrade. Most of his new assets are either moves brought back to the Tekken series, old moves with new properties, or new moves that aren't solid overall. He will have to rely on his old tricks to do any kind of damage. It will be hard to create new strategies for an older character that has barely received anything new.

Law has a lot of power hits against the wall that make for damaging one-hit combos. He can use his ↘↘↘↘↘ after stunning the opponent on the wall. Law also has a lot of tricky options when the opponent is not in the air. Using Dragon Spin Kick (↘↘) or the Dragon Cannon (↘↘↘) when the opponent has their back to the wall is a great way to create a guessing game, which Law needs. Once the opponent is in block stun, Law can go in for a quick throw or low attack to get some free damage. Using Shin Crusher (↘↘) is the way to go when the opponent is on the ground near a wall. Not only does it ground them, but if they try anything, there is a high probability that you can counter hit them and knock them in the air for a big combo. Opponents won't take that chance, and you just take the hit.



Bad Match-Ups

Julia vs. Law

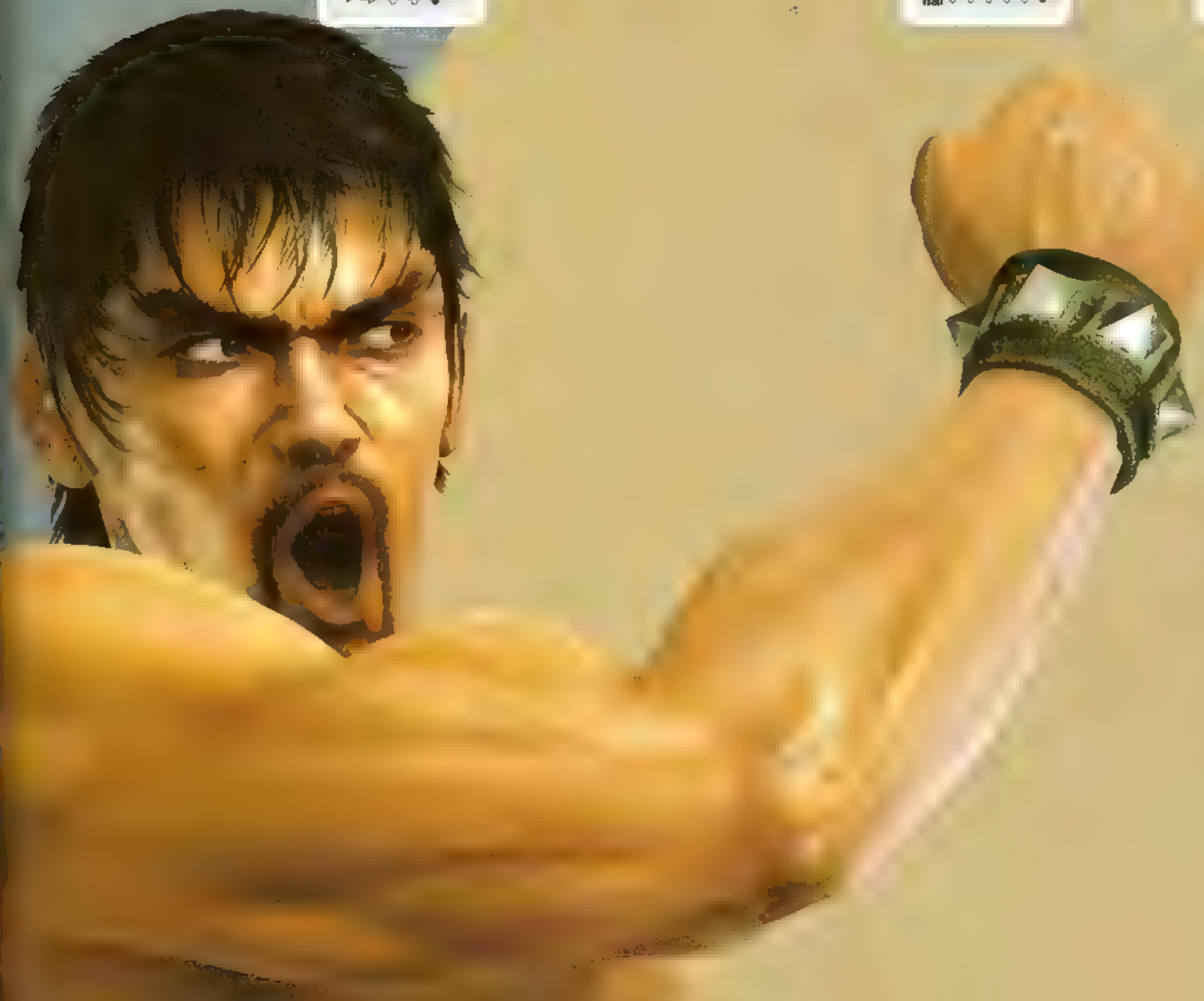
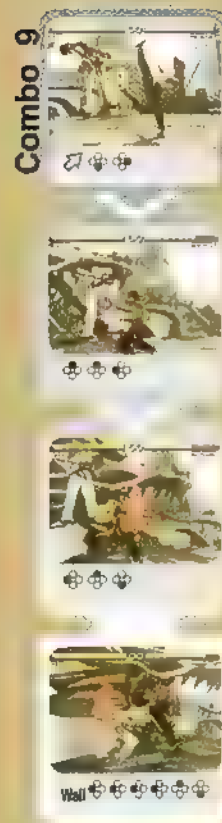
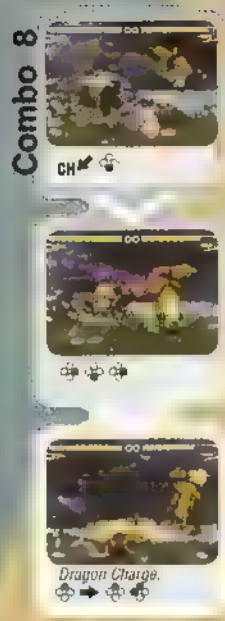
Julia gives Law a hard time. She can punish almost anything Law throws out with a juggle for 50% damage. You have to be extremely careful what you put into play against her. Using Hop Kick (↘↘) is a great start, because it is safe on block. Your best bet is to keep her out using Right Kick (↘) and pray for a counter hit. If you are going to attack low, you only have one option where you can't get punished all that severely. Use the Slide Kick (WC↘↘) in conjunction with Dragon Uppercut (WR↘) for the best mix-up game you can have against Julia. Also, use your throwing game to deplete her energy, while maintaining safe attacks so you don't take that much damage. If you can use all of these tactics, it will make your battle versus Julia a little less painful.

Paul vs. Law

Paul is safe and damaging, and has a great mix-up game. This is extremely bad for Law in terms of damage. With one hit, Paul can take you down about 40%. This is another match-up where you need to be as safe as possible. Use only throws and moves that are hard to punish, like Hop Kick (↘↘). If you try anything else and are unsuccessful, you will eat a Phoenix Smasher (↘↘↘↘) and lose a lot of life. Whatever you do, try to keep the match midscreen. If you let Paul get you near a wall, you will be in deep trouble. His wall game is one of his best, and one fatal mistake will cost you the game. Remember, safe moves win this battle.

Paul vs. Law

Every character in Tekken 5 seems to have a problem with Nina Williams. She has damaging juggles, extremely safe moves, a throwing game that will make you cry, and mix-ups that go on for days. The one thing Law has going for him is that Nina has many holes in her poking patterns. She always has to stop after a few hits to reload her attacks. This is where you can nail her. She likes to abuse her Uppercut to Jab (↘↘↘), and then follow it up with the attack of her choice. Use the Body Blow to Somersault (↘↘↘) to put an end to her poking. A lot of times, Nina will take the hit because she is trying to stay on the offense. Try to minimize the number of moves she can retaliate with, and you will have at least a fighting chance against this powerhouse.



Her past still shrouded in mystery, Nina continued her life as a contract assassin.

Although information from the Syndicate revealed that Steve Fox was her biological son, she remained emotionally unchanged.

Soon after, Hong Kong detective Lei Wulong took down the Syndicate, and Nina no longer had a motive for assassinating Steve. She instead decided to concentrate her efforts on uncovering her past. Nina believed that paying her sister Anna a visit might help in recovering her memory.

When she met up with Anna, the two engaged in a fierce gun battle. The battle lasted for days, but neither side was able to finish the standoff. They decided to settle it at the recently announced King of Iron Fist Tournament 5.

Nina Williams



Player 1 Costume



Player 2 Costume

Items

Head



Head - Cat Mask
500,000 ■
Both Outfits - No



Head - Beret
60,000 G
Both Outfits - No



Head - Tiara
80,000 ■
Both Outfits - Yes



Head - Nurse Cap
300,000 G
Both Outfits - No



Head - Fur Cap
200,000 G
Both Outfits - No

Face



Face - Circlet
150,000 G
Both Outfits - No



Face - Night Vision Goggles
120,000 ■
Both Outfits - No



Face - Purple Sunglasses
50,000 G
Both Outfits - Yes



Face - Glasses
60,000 G
Both Outfits - No



Face - Shooting Glasses
30,000 G
Both Outfits - No

Upper Body



Upper Body - Katana
200,000 G
Both Outfits - No



Upper Body - Gauntlets
60,000 ■
Both Outfits - No



Upper Body - Elegant Necklace
30,000 ■
Both Outfits - Yes



Upper Body - Giant Syringe
500,000 ■
Both Outfits - No



Upper Body - Scarf
120,000 G
Both Outfits - No

Lower Body



Lower Body - Leg Protectors
300,000 ■
Both Outfits - No



Lower Body - Submachine Gun
30,000 G
Both Outfits - No



Lower Body - Whip
40,000 G
Both Outfits - Yes



Lower Body - Sash
150,000 ■
Both Outfits - No



Lower Body - Sword
60,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Orange 8,000 G	
Color - Purple 8,000 G	
Color - Pink 8,000 G	

Player 2 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Purple 8,000 G	
Color - Light Blue 8,000 G	
Color - Pink 8,000 G	

Move List

Move	Command	Properties	Damage	Notes
Left Right Combo		H, H	4, 10	
Biting Snake		H, H, H, L	4, 10, 6, 8	
Left Right to Spider Knee		H, H, M	4, 10, 15	
Bermuda Triangle		H, H, H	4, 10, 22	Knockdown
Double Explosion 1		H, H, M	4, 10, 30	Knockdown
Double Explosion 2		H, H, H, H	4, 10, 6, 6, 30	Knockdown
PK Combo to Assassin's Blade		H, H, M	4, 18, 24	
PK Combo to Deadly Scythe		H, H, L	4, 18, 21	
Right Left Combo		H, H	10, 6	
Biting Snake (Short)		H, H, L	10, 6, 8	
Double Smash		H, M	10, 15	
Jab Roundhouse		H, H	10, 22	Knockdown
Double Explosion (Short)		H, M	10, 30	Knockdown
Head Ringer		H, H	25, 15	Knockdown
Spike Combo to Right Uppercut		H, L, M	25, 10, 10	Launcher
Spike Combo to Right High Kick		H, L, H	25, 10, 20	
Spike Combo to Right Low Kick		H, L, L	25, 10, 7	
Left High Kick to Right Roll		H	25	Shifts to Roll
Left High Kick to Spiral Explosion		H, M	25, 20	Knockdown
Right High to Left Spin Low Kick		H, L	15, 15	
Blonde to Right Uppercut		H, L, M	15, 15, 10	Launcher
Blonde to Right High Kick		H, L, H	15, 15, 20	
Blonde to Right Low Kick		H, L, L	15, 15, 7	
Right High Kick to Left Roll		H	15	Shift to Roll
Right High Kick to Spiral Explosion		H, M	15, 20	Knockdown
Ivory Cutter		M, M	4, 18	
Siren's Kiss		H, H	12, 18	
Double Whip		H, H	14, 16	
Sweeper Combo		H, H, M	14, 18, 21	Knockdown
Blonde Bomb		M	20	Knockdown
Uppercut to Jab		M, H	10, 13	
Leg Slicer Combo		M, H, H	10, 10, 11	
Leg Slicer Combo to Side Step		M	10	Shifts to Sidestep
Assault Bomb		M, H, H, M	10, 10, 6, 20	Knockdown
Flash Kicks		M, H, H, H	10, 6, 8, 15	Knockdown
Creeping Snake		M, H, H, L	10, 12, 6, 8	

Name	Command	Properties	Damage	Notes
Creeping Snake to Side Step	↖ ⊕ ⊕ ↓ (or ↑)	M, H	10, 12	Shifts to Sidestep
Creeping Snake to Geyser Cannon	↖ ⊕ ⊕ ⊕	M, H, M	10, 12, 25	Launcher
Creeping Snake to Right High Kick	↖ ⊕ ⊕ ⊕	M, H, H	10, 12, 22	Knockdown
Creeping Snake to Left Low Right Uppercut	↖ ⊕ ⊕ ↓ ⊕ ⊕	M, H, L, M	10, 12, 10, 10	Launcher
Creeping Snake to Left Low Right High Kick	↖ ⊕ ⊕ ↓ ⊕ ⊕	M, H, L, H	10, 12, 10, 20	
Left Middle to Right High Kick	↖ ⊕ ⊕	M, H	10, 15	Knockdown
Ray Hands	↖ ⊕	M, M	6, 8	
Below the Belt Combo	↓ ⊕ ⊕ ⊕	M, M	5, 15	
Jab to Mid Kick	↓ ⊕ ☆ ⊕	SM, M	5, 10	
Toe Kick	↓ ⊕ ⊕	SM, M	8, 15	
Left Spin Low Kick to Right Upper	↓ ⊕ ⊕	L, M	12, 10	Launcher
Left Spin Low Kick to High Right Kick	↓ ⊕ ☆ ⊕	L, H	12, 20	
L&R Low Kick	↓ ⊕ ↓ ⊕	L, L	12, 7	
Right Low Kick to Back Spin Chop	↓ ⊕ ⊕	L, H	7, 10	
Right Backhand Body Blow	↘ ⊕	■	20	Stuns
Slicer	↘ ⊕	L	7	
Geyser Cannon Combo	↘ ⊕ ⊕	L, M	7, 21	Launcher
Power Charge	↘ ⊕ (↑ ↑ to cancel)	U!	95	Knockdown
Geyser Cannon	↘ ⊕	■	25	Launcher
Left Backhand Body Blow	← ⊕	M	15	
Slap	← ⊕	H	15	
Double Slap	← ⊕ ⊕	H, H	15, 18	Knockdown
Deadly Assault	← ⊕ ⊕ ⊕	M, H, L	12, 21, 18	Knockdown
Deadly Hunter	← ⊕ ⊕ ⊕	M, H, M, M	12, 21, 4, 7	Knockdown
Spear Kick	← ⊕	H	20	
Shockwave Palm	← ⊕	M, U	6, 26	Knockdown
Blaze Stinger	↘ ⊕	M	20	
Catapult Kick	↘ ⊕	M	20	Knockdown
Can Opener	↘ ⊕ ⊕ ⊕	H, L, H	20, 10, 14	
Leaping Axe Kick	↗ ⊕	M	23	
Sadistic Cupid	→ ⊕ ⊕	H, H	15, 21	Knockdown
Bad Habit	→ ⊕ ⊕	M	25	
Kneel Kick	→ ⊕ ⊕	M	20	
Skull Splitter	← → ⊕	M	21	
Shut Up	↓ ⊕ ⊕	M	24	Launcher
Wipe the Floor	↓ ⊕ ⊕	L	22	Knockdown
Hopping Low Kick to Right Uppercut	↘ ☆ ↓ ⊕ ⊕	L, M	25, 10	Launcher
Hopping Low Kick to Left Mid Kick	↘ ☆ ↓ ⊕ ⊕	L, M	25, 15	Knockdown
Hopping Low Kick to Right High Kick	↘ ☆ ↓ ⊕ ⊕	L, H	25, 20	
Hellbringer	↓ ↘ → ⊕	M	21	Launcher
Evil Mist	↘ ↓ ↘ → ☆ ⊕ ⊕	U!	0	
Running Jump Kick	→ → → ⊕ (or ↗ ⊕)	M	20	Shifts to throw on Counter Hit
Helping Hand	While rising ← ⊕	M	10	
Spider Knee	While rising ⊕ (or ← → ⊕)	M	15	Shifts to throw on Counter Hit
Snakeshot	During sidestep ⊕	M	15	
Snakeshot to Rolling Dash	During sidestep ⊕ →	M	15	
Snakeshot to Reverse Rolling Dash	During sidestep ⊕ ←	M	15	
Double Shot	During sidestep ⊕ ⊕	M, M	15, 15	
Lift Shot	During sidestep ⊕	M	15	Launcher
Heel Slicer	During sidestep ⊕	L	14	
Spiral Explosion	During sidestep ⊕	M	20	Knockdown
Twisted Mind	(While enemy is down) ↓ ⊕	L	16	

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	☞☞☞☞☞☞☞☞☞☞	H, H, H, H, H, L, H, H, H, H	4, 10, 6, 6, 7, 9, 6, 6, 6, 30	Knockdown
10 Hit Combo 2	☞☞☞☞☞☞☞☞☞☞	M, H, H, H, H, L, H, H, H, H	10, 13, 6, 6, 7, 9, 6, 6, 6, 30	Knockdown
10 Hit Combo 3	☞☞☞☞☞☞☞☞☞☞	H, H, H, H, H, L, H, H, L, M	4, 10, 6, 6, 7, 9, 6, 6, 5, 25	Launcher
10 Hit Combo 4	☞☞☞☞☞☞☞☞☞☞	M, H, H, H, H, L, H, H, L, M	10, 13, 6, 6, 7, 9, 6, 6, 5, 25	Launcher
10 Hit Combo 5	☞☞☞☞☞☞☞☞☞☞	H, H, H, H, H, L, L, M, L, M	4, 10, 6, 6, 9, 9, 5, 6, 5, 25	Launcher
10 Hit Combo 6	☞☞☞☞☞☞☞☞☞☞	M, H, H, H, H, L, L, M, L, M	10, 13, 6, 6, 9, 9, 5, 6, 5, 25	Launcher

Throws

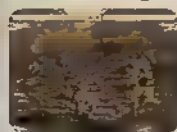
Name	Command	Properties	Damage	Escape
Arm Grab Flip	Approach enemy ☞ (or ☞☞)	H	35	☞
Over the Back Toss	Approach enemy ☞ (or ☞☞)	H	35	☞
Shoulder Through Buster	Approach enemy ☞☞☞☞	H	40	☞
Shoulder Through Arm Breaker	During Shoulder Through Buster ☞☞☞	H	40, 10	-
Elbow to Arm Grab Flip	Approach enemy ☞☞ (or ☞☞☞)	H	35	
Reverse Neck Breaker	Approach enemy ☞☞ (or ☞☞☞)	H	35	
Triangle Hold	Approach from left side ☞ (or ☞☞)	H	40	☞
Hammer Throw	Approach from right side ☞ (or ☞☞)	H	38	☞
Leaping Triangle Hold	Approach from behind ☞ (or ☞☞)	H	60	☞
Attack Reversal	Time with enemy attack ☞☞ (or ☞☞☞)	varies	varies	varies
Elbow Smash	Approach enemy ☞☞☞	H	43	☞
Jumping Flip	Approach enemy ☞☞☞	H	40	☞

Multi Throws

Name	Command	Properties	Damage	Escape
Backhand Slap	Approach enemy ☞☞☞☞	H	15	☞
Arm Snap	During Backhand Slap ☞☞☞☞	H	30	☞
Triple Slaps	During Backhand Slap ☞☞☞☞☞☞	H	30	☞
Neck Crusher	During Triple Slaps ☞☞☞☞☞☞	H	35	☞
Leg Stretch Arm Lock	During Triple Slaps ☞☞☞☞☞☞	H	45	☞
Betrayer	Approach enemy ☞☞☞☞☞	H	15	☞
Twisted Nightmare	During Betrayer ☞☞☞☞☞	H	28	☞
Neck Crusher	During Twisted Nightmare ☞☞☞☞☞☞	H	35	☞
Leg Stretch Arm Lock	During Twisted Nightmare ☞☞☞☞☞☞	H	45	☞
Arm Break	During Betrayer (or Backhand Slap) ☞☞☞☞☞☞	H	20	☞
Double Arm Break	During Arm Break ☞☞☞☞☞☞	H	25	☞
Falling Arm Break	During Arm Break ☞☞☞☞☞☞	H	25	☞
Crab Hold	Approach enemy ☞☞☞☞☞	H	15	☞
Commando Arm Lock	During Crab Hold ☞☞☞☞	H	35	☞
Heel Hold	During Crab Hold ☞☞☞☞	H	20	☞
Leaping Heel Hold	☞☞☞☞☞ (or ☞☞☞☞)	H	40	☞
Double Snap	During Heel Hold ☞☞☞☞☞	H	35	☞
Double Heel Hold	During Heel Hold ☞☞☞☞☞☞	H	45	☞

Top Ten List

1 Blaze Stinger



This is Nina's new wonder move. She lunges forward and strikes the opponent in a downward fashion. This is by far the best new move given to anyone in *Tekken 5*. At the end of any combo, even if the opponent is too far away, she can use Blaze Stinger and put the opponent on the ground right in front of her. The wake-up games you can do after this move are insane.

2 Ivory Cutter



Nina's Ivory Cutter has been toned down in *Tekken 5*. It no longer gives you a huge advantage, but it still has the priority to stop any move before it happens. Using the Ivory Cutter in a poking string makes the opponent wonder if they can interrupt her at all. She is completely safe after the Ivory Cutter is blocked.

3 Siren's Kiss



Siren's Kiss strikes the opponent with a deadly amount of block stun. If they are not careful, they will keep blocking these until they take a hit or get next to a wall, where Nina can turn on the wall games. The only way not to stay in block stun is to block the first hit, and then duck the second hit before the move is finished.

4 Geyser Cannon



Geyser Cannon is completely safe on a blocked hit. Nina launches the opponent really high, starting one of her devastating combos. This goes under high attacks to start her combos. This move has no tracking, so make sure you hit the opponent with it or you will be in big trouble.

5 Uppercut to Jab



This is Nina's bread and butter when she is on the warpath. The Uppercut to Jab is a completely safe poke, and also gets a crouching opponent to stand up. You can do several Uppercut to Jabs in a row without having to worry about retaliation. This move has insane priority, and anyone who goes up against it will be toast.

6 Wipe the Floor



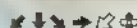
This is her best low attack that knocks an opponent down. Wipe the Floor sweeps the opponent and lets Nina get in a few hits before letting the opponent up. If it's blocked, she will take some damage, but it's completely safe if she does it at the perfect distance so it barely touches the opponent.

7 Lift Shot



This move has new properties in *Tekken 5*. It launches on a regular hit now. This opens the door to massive combos from a sidestep move. Use your sidestepping abilities, and try to launch the opponent quite often. This doesn't leave you as disadvantaged as most moves, but there is room for the opponent to retaliate.

8 Evil Mist



This is her best move out of her crouch dash. It is an unblockable mist that stuns the opponent for a second or two. Evil Mist enables a free combo afterward using the Geyser Cannon. This move hits mid, so if the opponent is scared of a multi-throw out of the crouch dash, you will nail them with free damage.

9 Elbow Smash



The Elbow Smash is Nina's fastest throw and does a unprecedented amount of damage from the throw. In the middle of all her aggression, the Elbow Smash comes out of nowhere and beats the opponent down to the ground. Because the Elbow Smash is a throw, it is extremely hard to escape it in the heat of battle.

10 Right Low Kick to Back Spin Chop



Right Low Kick to Back Spin Chop was a pain for Nina in the previous *Tekken* games. Now it is back, and it hits again. This is another staple to use when attacking.

Bad Match-Ups

Nina is quite possibly the best character in *Tekken 5*. She has very few weaknesses and doesn't lose to a lot of characters. She is an aggressive powerhouse who is not to be messed with. Her poking has insane priority, and her jabs stop almost all incoming attacks. With the addition of the Blaze Stinger (↖☑), she has the final tool needed to be the King of the Iron Fist. Anytime after a combo has ended or a launcher has occurred, use the longest combo you know how to do, and then end with the Blaze Stinger. The opponent will be down on the ground right in front of you, and you can do what you want to them. If they quick roll, land a Right Low Quick to Back Spin Chop (↓☑☑) twice, and then repeat the Blaze Stinger. They will learn not to quick roll, and you will hit them with a big power move on the ground. Just mix up high and low quick attacks, and there will be very little that the opponent can do.



This match-up is bad for Nina because of the counter hit issue. Nina's main poking patterns leave the opponent with very little time to retaliate in the middle of her strings. Julia is one of the few characters who can do it effectively. She has two basic moves that can interrupt strings quite well. The first is the G-Clef Cannon (☑☑☑), which will connect on counter hit and start a huge, damaging combo. The second one, Machine Gun Cannon (☑☑☑), is the more common one, and it's easier to get a counter hit in the middle of Nina's strings. It's only available during a counter hit but is extremely useful and damaging. The Machine Gun Cannon works like a vacuum and sucks you in when you are poking. After going for an Uppercut to Jab (↖☑☑), wait on your next move, because the opponent might go for the Machine Gun Cannon to do heavy damage. Show Julia that you can be patient also, and that she will have to earn her hits the hard way.

Nina's only weakness in *Tekken 5* is that she is very prone to counter hit attacks. This is because she is always on the offensive and there are very small holes in her patterns. Characters like Julia and Wang can interrupt her strings with the G-Clef Cannon (☑☑☑) and score a pretty big leggle. She has to be careful against characters who can interrupt her. This will make her play defensively, and that is not how you want to be fighting when playing Nina. If you know you are getting counter hit a lot, mix up the high and mid poking strings with a big low move, like Wipe the Floor (↓☑☑). This will stop most attackers and sweep them. As long as you stay away from chaining multiple hits together using mid attacks, you will be fine overall.



This is another match-up where the same tricks apply. Since Wang also has the G-Clef Cannon (☑☑☑), he will have the same interrupt properties as Julia, and can interrupt Nina's poking strings at any time. Play patiently and you will have Wang where you want him. Wang also has a lot of safe launchers that double with block stun. Nina should stay off-axis if Wang is being too patient and relying on safe launchers. Try to sidestep and launch Wang into a combo. Stay off-axis, and make Wang track you while you draw him into your trap of up-close tactics. Wang is also a powerhouse when it comes to attack reversals, because you can't chicken his reversals. Play cautiously, sidestep a lot, and you will do just fine in this match-up.

Nina has an excellent wall game and wall mix-up game. She can do massive damage against the wall, including using the first six hits of her 10-string. Especially useful is the Jumping Flip Throw (↖☑), which will stun the opponent against the wall and do 40% damage. She can keep the opponent pinned to the wall the entire round. Most of her regular moves are great near a wall, including ☑☑ and ☑. If you have the opponent on the ropes, you might want to restun them after they get up and try to escape. Try to keep the wall combos to a minimum, because your wall mix-ups are more important.



Bryan is a character who can compete head-to-head with Nina in almost every category. His wall game surpasses Nina's because he can use an unblockable taunt (☑) into the (☑), giving him free damage on the ground. Stay in Bryan's face only if he isn't taking advantage of his Punch Parry (☑☑). Otherwise, poke him low with your attacks, and especially use Wipe the Floor (↓☑☑) at the right distance. There is very little Bryan can do. Try to incorporate attack reversals into your game. This will force him to chicken every move when attacking, and will cause him to make mistakes. Keep the pressure on, with a mixture of punches and kicks, and you will have more than a fair shot at taking Bryan down.

Good Match-Ups

This is a really hard match for Jin to win. His jab is 10 frames and loses to Nina in every imaginable way. His only hope is parrying, and even that fails him. He will have to parry both of Nina's punches, and he still won't have the advantage. All Nina has to do is keep the pressure on with short two-hit strings. Uppercut to Jab (↖☑☑), Left Right Combo (☑☑), and L&R Low Kick (↓☑☑☑) are good strings to use over and over. Add a splash of the Blaze Stinger (↖☑), and you will be set. Throw in a pinch of Ivory Cutter (☑), and bake until done. This match is a piece of cake for you.

This match is also heavily in your favor. Law's moves overall are slower than Nina's, making it a hard match-up for Law to win. He does have one move that counters Nina's whole arsenal, though. Body Blow to Somersault (↓☑☑) is Law's wonder move that can stop any poking string Nina has. It requires a counter hit to launch, but often you will be using relentless strings to pressure him into making mistakes. Watch out for that move, continue to poke him nonstop, and you should have little trouble against him.

This match-up is easy. Nina can do Uppercut to Jab (↖☑☑) as many times as she wants without having to fear retribution. You can retaliate against almost all of Feng's launchers on block. Feng has to play patiently, so Nina has to do the exact opposite and be aggressive nonstop. Forcing Feng to make mistakes is how Nina will steamroll over him in this match. Most of Feng's moves have horrible recovery, so take advantage of this by launching him with Right Upper (↖☑) and start your huge combo. Take him to the wall quite easily with dashing jab combos, and then nail him with the first six hits of Nina's 10-string after a wall stun.

Combos

Combo 1



↓ ↘ ↻

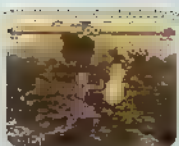


↘ ↻ ↻



↘ ↻ ↻ ↻

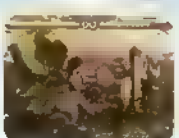
Combo 2



↓ ↻ ↻



↘ ↻

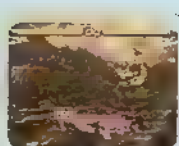


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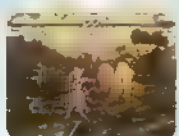


→ ↻ ↻

Combo 3



CH ↓ ↘ ↻

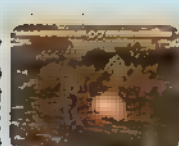


↓ ↻ ↻



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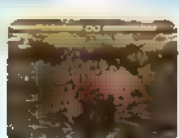
Combo 4



↘ ↻



↘ ↻



↓ ↻ ↻



↘ ↻ ↻ ↻ ↻

Combo 5



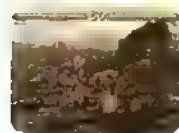
CH ↘ ↻



← ↻ ↻ ↻

Parry Follow-Ups

Low Punch Parry



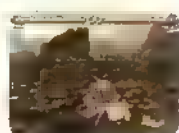
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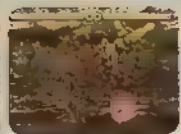
Low Kick Parry



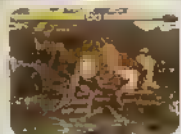
← ↻ ↻ ↘ ↻



Combo 6



CH SS ↘



↘ ↘ ↘



↓ ↘ ↘



→ ↘ ↘

Combo 7



CH ↘



↓ ↘ ↘

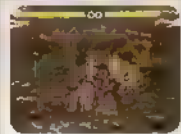


↘ ↘ ↘

Combo 8



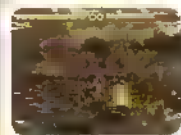
CH ↘ ↘



↓ ↘ ↘

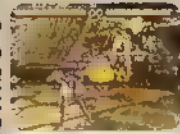


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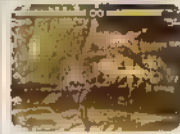


→ ↘ ↘

Combo 9



CH ↘ ↘ ↘



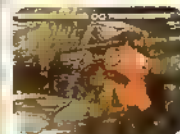
↘ ↘



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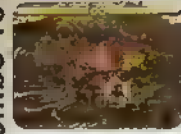


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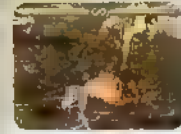


Wall ↘ ↘ ↘ ↘

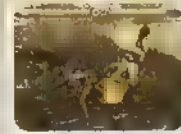
Combo 10



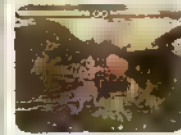
↘ ↘ ↘ ↘ ↘ ↘ ↘



↓ ↘ ↘



↘ ↘



↓ ↘ ↘



↓ ↘ ↘



↘ ↘



Paul Phoenix tried to contain his excitement about facing off with Kazuya Mishima, a rival he hadn't fought in over 20 years.

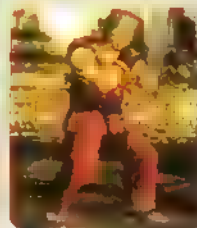
However, Kuma stood in his way, ■ always. Paul started out well against Kuma, but soon began to feel desperate because of Kuma's tenacity. Paul realized he had been overconfident when he was dealt a severe blow by Kuma and lost the match.

Reflecting on his loss to Kuma, Paul realized that he had forgotten some important lessons and had strayed from the path ■ becoming ■ great fighter. He decided to start over again to discover that which he had lost.

Two months later, Paul entered the King of Iron Fist Tournament 5.

"I'll win this tournament and prove to everyone that I'm the greatest fighter in the universe!"

Paul Phoenix



Player 1 Costume



Player 2 Costume

Items

Head



Head - Skyscraper
500,000 G
Both Outfits - No



Head - Ponytail
200,000 ■
Both Outfits - No



Head - Long Hair
50,000 G
Both Outfits - Yes



Head - Bandanna
300,000 G
Both Outfits - No



Head - Helmet
200,000 ■
Both Outfits - No

Face



Face - Goggles
60,000 G
Both Outfits - No



Face - Sideburns
300,000 G
Both Outfits - No



Face - Eye Patch
80,000 G
Both Outfits - Yes



Face - Google Sunglasses
60,000 G
Both Outfits - No



Face - Sunglasses
150,000 G
Both Outfits - No

Upper Body



Upper Body - Dojo Sign
150,000 G
Both Outfits - No



Upper Body - Spiked Gloves
120,000 G
Both Outfits - No



Upper Body - Protection Amulet
40,000 G
Both Outfits - Yes



Upper Body - Crossbow
60,000 G
Both Outfits - No



Upper Body - Spiked Shoulder Pads
500,000 G
Both Outfits - No

Lower Body



Lower Body - Spare Uniform
60,000 G
Both Outfits - No



Lower Body - Fist
30,000 G
Both Outfits - No



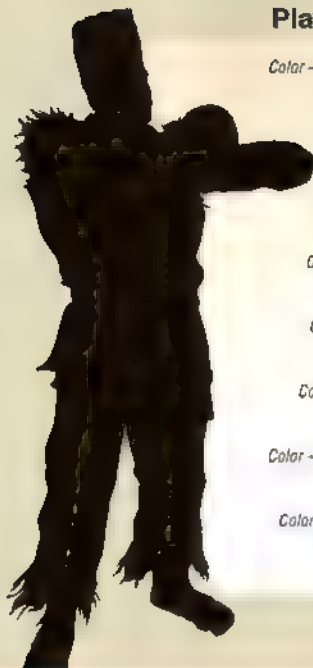
Lower Body - No
30,000 G
Both Outfits - Yes



Lower Body - Biker Buckle
30,000 G
Both Outfits - No



Lower Body - Sawed-Off Shotgun
120,000 G
Both Outfits - No



Player 1 Colors		Player 2 Colors	
Color - Black/White 18,000 G			Color - Black/White 18,000 G
Color - Red 8,000 G			Color - Red 8,000 G
Color - Blue 8,000 G			Color - Blue 8,000 G
Color - Yellow 8,000 G			Color - Yellow 8,000 G
Color - Green 8,000 G			Color - Green 8,000 G
Color - Orange 8,000 G			Color - Orange 8,000 G
Color - Dark Yellow 8,000 G			Color - Purple 8,000 G
Color - Light Blue 8,000 G			Color - Dark Yellow 8,000 G

Move List

Move	Commands	Properties	Damage	Notes
Left Right Combo		H, H	5, 12	
Reverse PDK Combo		H, L	5, 8	
Jab Roundhouse		H, H	12, 21	Knockdown
Jab Sweep		H, L	12, 11	
Quick PK Combo		H, H	12, 20	Knockdown
Quick PDK Combo		H, L	12, 15	
Hammer of the Gods			27	Knockdown on Counter Hit
Shoulder Tackle		M	22	Knockdown
Body Blow to Sway		M	10	Shifts to back sway
The Boot		M	23	Staggers
Hammer Punch		M	15	
Hammer Punch to Power Punch		M, M	15, 26	Knockdown
Hang Over		M, L, M	15, 15, 14	Knockdown
Bone Breaker		L, M	15, 18	Knockdown
Demolition Man	during hit during hit	L, M, M	15, 14, 15	Knockdown
Shoulder Smash		M	30	Knockdown
Sweep Kick		L	12	
Wrecking Ball		M	22	Knockdown
Lights Out		H	18	Crumple on Counter Hit
Burning Fist		U	100	Knockdown
Shredder		M, M	17,	Launcher
Neutron Bomb		M	20	Knockdown
Flash Elbow		M	15	
Juggernaut		M, M	15, 18	Knockdown
Bulldozer		M, L	15, 21	Launcher
Phoenix Bone Breaker	during hit	M, H	15, 26	Knockdown
Double Hop Kick High		M, M, H	20, 15, 25	Knockdown
Triple Kick Combo		M, M, M	20, 15, 15	
Double Hop Kick Low		M, M, L	20, 15, 15	
Burning Spear		H	30	Knockdown
Phoenix Smasher				Knockdown
Thruster			21	Launcher
Riptide		L	21	Knockdown
Sway				

Move	Commands	Properties	Damage	Notes
Rubber Band Attack	↓↘↙☆☺	M	20	Knockdown on Counter Hit
God Hammer Punch	↓↘↙☆☺	M	15	Launcher on Counter Hit
Sway and Low Kick	↓↘↙☆☺	L	14	Knockdown on Counter Hit
Rapid Fire	↓↘↙☆☺☺	L, M	14, 21	
Rapid Fire III Phoenix Smasher	↓↘↙☆☺☺☺	L, M, M	14, 21, 25	Knockdown
Rapid Fire to Stone Breaker	↓↘↙☆☺☺☺	L, M, L	14, 21, 21	Launcher
Thunder Palm	While rising ☺	M	20	Launcher
Jaw Breaker	While crouching ☺☺	M	20	
Gut Buster	While crouching ☺☺☺	M, M	20, 30	Knockdown
Stone Breaker	While crouching ☺☺☺	M, L	20, 21	Launcher
Incomplete Somersault	While crouching ↓(1 sec)↑☺	M	54	Knockdown
Pump In Pedal	During sidestep ☺	L	15	
Turn Thruster	During sidestep ☺	H	23	Knockdown
Down Strike	(While enemy is down) ↓☺	L	21	

10 Hit Combos

Move	Commands	Properties	Damage	Notes
10 Hit Combo 1	☺☺☺☺☺☺☺☺☺☺	H, H, M, H, M, H, H, L, M, M	5, 12, 7, 5, 7, 4, 5, 7, 8, 30	Knockdown
10 Hit Combo 2	☺☺☺☺☺☺☺☺☺☺	H, H, M, M, L, M, H, M, L, M	5, 12, 7, 6, 7, 8, 5, 8, 10, 21	Knockdown
10 Hit Combo 3	☺☺☺☺☺☺☺☺☺☺	H, H, M, M, ■	5, 12, 7, 6, 30	Knockdown

Throws

Move	Commands	Properties	Damage	Escape
Over The Shoulder	Approach enemy ☺(or ☺☺)	H	35	☺
Shoulder Pop	Approach enemy ☺(or ☺☺)	H	35	☺
Chest Crusher	Approach enemy ☺☺	H	40	☺
Dragon Screw	Approach from left side ☺(or ☺☺)	H	45	☺
Fall Away	Approach from right side ☺(or ☺☺)	H	40	☺
Piggyback Throw	Approach from behind ☺(or ☺☺)	■	50	
Attack Reversal	Time with enemy attack ☺☺(or ☺☺☺)		varies (depending on opponent's attack)	
Foot Launch	Approach enemy ☺☺	H	40	☺
Twist And Shout	Approach enemy ☺☺	H	40	☺
Push Away	Approach enemy ☺☺☺	■	40	☺
Ultimate Tackle	☺☺	M	5	
Arm Breaker	During tackle ☺		25	
Ultimate Punch to Arm Breaker	During tackle ☺☺☺☺		40	
Ultimate Punch	During tackle ☺☺☺☺☺		■	
Ultimate Punishment	During tackle ☺↓☺☺☺☺☺☺☺		56	

Parry Follow-Ups

Low Punch Parry



↘☺☺☺☺☺☺☺☺☺☺

Low Kick Parry



↘☺☺☺☺☺☺☺☺☺☺

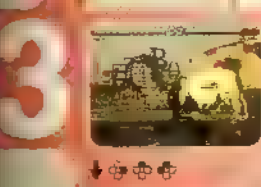
Top Ten List



If your opponent does a move that misses, this should be your #1 choice to punish them. It does great damage, has great reach, and puts them closer to a wall. It's also an outstanding tool to use in your offense. Use a few low moves to make your opponent want to duck, and then throw this out. On counter hit, you're looking at a little over 40% damage. Certain characters can punish it \blacksquare block, but until they start doing it to you, keep throwing this out when you think they're going to crouch.



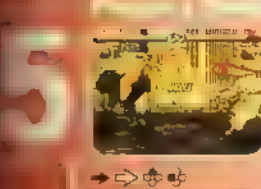
This is Paul's main spacing tool, and it's a complete annoyance to certain characters. It has long range, it's safe on block and hit, it's mid, and it tracks sidesteps well. What more could you ask for? Use this when you want to keep your opponent from rushing in on you, or if you have an opponent who is overly defensive. Just get in range and do it. Little to no risk \blacksquare all.



This is Paul's most damaging low, but it's certainly not the safest. This move is ranked highly to illustrate the need to make your opponents fear it. Doing so can get them to duck when you dash in, which can help you set up a successful Phoenix Smasher. This move is best when used out of the $\downarrow \rightarrow$ motion. When people see you crouch-dashing \blacksquare them with $\downarrow \rightarrow$, they usually assume a Phoenix Smasher is coming, and you can get them with Demolition Man.



Paul's best new addition, this throws out an elbow that causes an inescapable stun on counter hit. You can follow this up with a $\downarrow \rightarrow$ for a very damaging combo. Wrecking Ball also tracks sidesteppers, \blacksquare safe on block, and hits mid. The only drawback is that its range \blacksquare very short, but that's no reason not to use this when close.



In most cases, this should be Paul's juggle combo ender of choice, because it does good damage and hits opponents close to any walls that may be around. Phoenix Bone Breaker is also a good long-range offensive tool, because the second hit hits sidesteps and backdashes. It's also a good move to use when your opponent has their back against a wall. On block, the second hit can be ducked, but Paul has a mid version of the second hit (press the \rightarrow immediately after the $\rightarrow \rightarrow$). It's slower and punishable, but it's good to have an option if your opponent starts to duck the second hit.



This is another classic Paul move, but this time with a couple of upgrades. The Shredder beats out any low move with great reliability, and you can now combo after the hit for added damage. Either a Hammer Punch ($\downarrow \rightarrow$) or a Shoulder Smash ($\downarrow \rightarrow$) will hit afterwards. It's not safe on block, but it's not heavily punishable either.



Paul does a quick mid gut punch and then sways back, with a few options at his disposal. This is \blacksquare great offensive tool for Paul. $\rightarrow \rightarrow \rightarrow$ does his God Hammer Punch ($\downarrow \rightarrow \rightarrow \rightarrow$), which on counter hit bounces the opponent off the floor for a juggle opportunity. $\rightarrow \rightarrow \rightarrow$ does a lunging palm, which on counter hit hits them to the floor for a Neutron Bomb ($\rightarrow \rightarrow \rightarrow$). $\rightarrow \rightarrow \rightarrow$ does a sweep that crushes any high move and trips them on counter hit. There is also an extension to this by doing $\rightarrow \rightarrow \rightarrow$ or $\rightarrow \rightarrow \rightarrow$ for those times when it hits on counter hit.



Paul does an overhead punch that causes some guard stun on block and leaves him at \blacksquare big advantage. This move is a good poke despite its somewhat slow startup, but it's best used as a juggle combo ender. In levels without walls, you want to keep your opponent on the floor and \blacksquare close as possible, and this move does the trick fairly well. After Hammer of the Gods in a juggle, if the opponent moves at all, a Hammer Punch ($\downarrow \rightarrow$) or another Hammer of the Gods will hit them. If they lay still, Pump in Pedal ($SS \rightarrow$) will hit for a ton of damage.



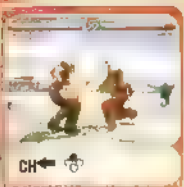
This move is the same as Paul's $WR \rightarrow$, but the quarter circle motion makes the move come out instantly without having to duck first. This is a great tool because it hits mid, it's safe on block, and it has decent range. It doesn't do nearly as much damage as a Phoenix Smasher ($\downarrow \rightarrow \rightarrow$), but it's a safe alternative. While Rising Right Kick is a good option to use after Paul's Over The Shoulder throw (\rightarrow), because it will hit the opponent if they try \blacksquare use a get-up kick or quick roll away.



Paul sidesteps and then kicks downward, causing a lot of damage for a low move that hits grounded. If you have opponents who like to lie still on the floor in fear of Hammer Punches ($\downarrow \rightarrow$), Pump in Pedal is your best friend. This move is also a pretty fast offensive tool if used wisely. It's not safe because most characters get a $WR \rightarrow$ if it's blocked, but don't let that discourage you from using it from time to time.

Combos

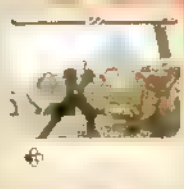
Combo 1



Combo 2



Combo 3



Combo 4



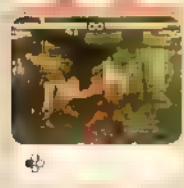
Combo 5



Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Raven is known as one of the most skilled and ruthless agents in a certain government intelligence agency. Other than the X-shaped scar on his face, little is known about him.

While on a mission to investigate connections between Mishima Zaibatsu and G-Corporation, he witnessed Heihachi Mishima being assaulted by a deployment of JACKS and the explosion that ensued when the JACKS self-destructed.

Afterward, news reached Raven that the King of Iron Fist tournament would be held. Raven decided to enter in order to gather intel about the tournament and the motives of those behind it.

Raven

Fighting Style: Ninja

Country of Origin: Japan



Player 1 Costume



Player 2 Costume



Alternate Costume

Items

Head



Head - Cornrows
200,000 G
Both Outfits - No



Head - Hachigane
120,000 G
Both Outfits - No



Head - Straw Hat
50,000 G
Both Outfits - Yes



Head - Mendicant Hat
150,000 G
Both Outfits - No



Head - Demon's Horns
500,000 G
Both Outfits - No

Face



Face - Blindfold
300,000 G
Both Outfits - No



Face - No Sunglasses
500,000 G
Both Outfits - No



Face - Half Mask
40,000 G
Both Outfits - Yes



Face - Robot Mask
300,000 G
Both Outfits - No



Face - Ninja Mask
200,000 G
Both Outfits - No

Upper Body



Upper Body - Knife Holder
60,000 G
Both Outfits - No



Upper Body - Long Scarf
150,000 G
Both Outfits - No



Upper Body - Giant Scroll
80,000 G
Both Outfits - Yes



Upper Body - Shoulder Plates
120,000 G
Both Outfits - No



Upper Body - Shakujo
60,000 G
Both Outfits - No

Lower Body



Lower Body - Kuma
30,000 G
Both Outfits - No



Lower Body - Shinguards
60,000 G
Both Outfits - No



Lower Body - Jaws
30,000 G
Both Outfits - Yes



Lower Body - Double Ninjato
60,000 G
Both Outfits - No



Lower Body - Medicine Case
30,000 G
Both Outfits - No

































Move	Commands	Properties	Damage	Notes
Left Right Combo	↩ ↪	H, H	5, 12	
Right Straight to Left Low Kick	↩ ↩	H, L	12, 10	
PK Combo	↩ ↩	H, H	12, 16	Knockdown
Valkyrie Lance Combo	↩ ↩ ↩	H, H, H	14, 12, 18	Knockdown
Chariot	[↩ ↩]	M, M	13, 15	Knockdown
Hydra Bite High	[↩ ↩] ↩	M, M, H	10, 12, 23	Knockdown
Hydra Bite Mid	[↩ ↩] ↩	M, M, M	10, 12, 12	Knockdown
Hydra Bite Low	[↩ ↩] ↩	M, M, L	10, 12, 10	
Crusader	↩	M	33	Knockdown
Shuriken Kick	↩	M	21	Knockdown
Gate Keeper	➡ ↩ ↩	M, H	12, 19	
Shadow Spear	➡ ↩	M	30	Knockdown
Crescent Kick	➡ ↩	H	22	Launcher
Lance Kick	➡ ↩	M	24	Knockdown
Chakram	➡ ↩ ↩ ↩	M, L, M	22, 7, 25	Knockdown
Heavy Chakram	➡ ↩ ➡ ↩ ↩	M, L, M	22, 12, 11	Knockdown
Spinning Chakram	➡ ↩ ↩	M, M	22, 17	Knockdown
Body Blow	↘ ↩	M	15	
Short Uppercut	↘ ↩	M	21	
Meat Hook	↖ ↩ ↩	M, H	21, 25	Launcher
Shadow Snap Kick	↘ ↩	H	21	Launcher on Counter Hit
Pendulum Kick	↘ ↩ ↩	M, M	13, 15	
Death from Above	↘ ↩	I	35	Knockdown
Blind Ghost	↘ ↩	M	28	Knockdown
Low Kick	↓ ↩	L	9	
Basilisk Fang	↓ ↩	L	13	
Summon Force	↓ ↩			
Dead End	↓ ↩ ↓ ↙ ↘ ↗ ↖ ↗ ➡ ↩	I	60	Knockdown
Assassin's Sting Combo	↘ ↩ ↩	M, H	16, 6	
Assassin's Sting	↘ ↩	M	16	Shifts to back turn
Killer Bee	↘ ↩	L	17	
Shinobi Cyclone	↘ ↩	L	10	Knockdown
Elbow Strike	← ↩	H	18	Knockdown on Counter Hit
Unicorn's Tail	← ↩ ↩ ↩	H, M, M	15, 12, 20	Launcher

Move	Commands	Properties	Damage	Notes
Deadly Talon	← ⊕ ⊕ ⊕	H, M, L	15, 12, 15	Knockdown
Hades Heel	← ⊕	M	19	Knockdown on Counter Hit
Skull Smasher	← ⊕ ⊕	M, M	12, 17	Shifts to back turn
Skull Smasher Feint	← ⊕ ← ⊕	M, M	12, 15	Knockdown on Counter Hit
Skull Smasher Feint Low	← ⊕ ← ⊕ ⊕	M, L	12, 15	
Illusion Strike	← ⊕ ⊕	M, M	28, 12	
Illusion Sweep	← ⊕ ⊕	M, L	28, 17	Knockdown
Blind Whip	Back towards enemy ⊕	H	15	
Backfist	Back towards enemy ⊕	H	13	
Backfist	Back towards enemy ← ⊕	H	13	Shifts to back turn
Blinding Knife	Back towards enemy ⊕ ⊕	H, M	13, 15	
Crusader	Back towards enemy ⊕	M	30	Knockdown
Spiral Cannon	Back towards enemy ⊕	M, M	5, 15	Launcher
Soul Steal	Back towards enemy → ⊕	M	18	
Cold Massacre	Back towards enemy → ⊕ ⊕	M, ■	15, 15	
Demon Knee	Back towards enemy → ⊕	M	25	Crumple Stun on Counter
Kame Kick Combo	Back towards enemy → ⊕ ⊕	L, H	13, 18	Knockdown
Sixth Sense	Back towards enemy, time with enemy attack → ⊕		25	Knockdown
Reverse Chackram	Back towards enemy → ⊕	M	24	Knockdown
Shinobi Cyclone	Back towards enemy ↓ ⊕	L	15	
Labyrinth	Back towards enemy ← ⊕			
Gremlin Smasher	Back towards enemy → ⊕ ⊕	M	25	Knockdown
Phantom Warp	Back towards enemy → → →			
Deathbringer Mid	↑ ⊕ ⊕	M, M	25, 20	Knockdown
Deathbringer High	↑ ⊕ ⊕	M, H	25, 37	Knockdown
Deathbringer Low	↑ ⊕ ↓ ⊕	M, L	25, 18	Knockdown
Shadow Scythe	↗ ⊕	M	20	
Stormbringer	↗ ⊕ ⊕	M, M	16, 20	Knockdown
Sudden Strike	→ ⊕ ⊕	M	24	Launcher
Wind Spin Kick	→ ⊕ ⊕	H	30	Knockdown
Poison Needle	→ ⊕ ☆ ⊕	M	15	Launcher
Swift Justice	→ ⊕ ☆ ⊕	M	21	Crumple on Counter Hit
Pandora Spin	→ ⊕ ⊕	M, M, ■	15, 21, 21	Knockdown
War Hound	← ⊕ ⊕	M, H	15, 25	
Shadow Sprint	↓ ↘ ⊕			
Fatal Elbow	↓ ↘ ⊕ ⊕	M	24	Knockdown
Buzzsaw	↓ ↘ ⊕ ⊕	L	13	Knockdown
Black Hole	↓ ↘ ⊕ ⊕	M	15	Launcher
Hellhound	↓ ↘ ⊕ ⊕	M	8, 15	
Quicksand	↓ ↘ ⊕ ⊕	L	16	Knockdown
Rising Uppercut	While rising ⊕	M	14	Launcher
Jackknife Elbow	While rising ⊕	M	16	
Trident Kick	While rising ⊕	M	24	Knockdown
Shadow Snap Kick	While rising ⊕	M	18	
Spinning Middle Kick	While rising → ⊕	M	25	Knockdown
Crouch Step	While crouching ↘ ↓ ⊕			
Evading Middle Kick	During sidestep ⊕	M	17	

10 Hit Combos

Move	Commands	Properties	Damage	Notes
10 Hit Combo 1	↘ → ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	H, M, M, H, H, M, M, L, M, !	12, 19, 5, 5, 8, 8, 9, 5, 6, 24	Knockdown
10 Hit Combo 2	Back towards enemy ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘ ↘	H, M, M, H, H, M, M, L, M, !	13, 15, 7, 7, 8, 8, 9, 5, 6, 24	Knockdown

Throws

Move	Commands	Properties	Damage	Escape
Grave Digger	Approach enemy  (or )	H	35	
Salamander	Approach enemy  (or )	H	35	
Neck Ringer	Approach from left side  (or )	H	40	
Swift Assassin	Approach from right side  (or )	H	40	
Dark Matter	Approach from behind  (or )	H	50	
Orbiting Moon	Approach enemy  	H	38	
Underlaker	Approach enemy      	H	48	
Ultimate Tackle	 	M	5	
Ultimate Punch	During tackle    		25	

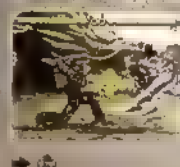


1



One of Raven's quicker moves, Sudden Strike jumps over lows, hits mid, and juggles the opponent. It is an exceptional move to open up the round, and to punish an opponent's missed or slow recovering move. Sudden Strike can be used in conjunction with Quicksand (↓↘→↘) for his mix-ups outside of his full Shadow Sprint (↓↘→) range. This move can also be used in his juggles, and to pressure an opponent who has their back against the wall.

6



Shadow Spear is a damaging move that is primarily used against opponents who have missed an attack or as they are getting up from the floor. This move is safe on block, and will push the opponent far enough away to allow Raven to mix up his attacks. It will cause wall stun if the opponent's back is close enough to the wall. This move can also be used to catch an opponent as they are quick rolling back from the floor after being knocked down.

2



Quicksand is a very fast sweep that will always juggle the opponent, even at maximum distance. Most players fear to be on the receiving end of this move, because it is so quick that they cannot see it coming. It also can cover long distances by delaying the ↓↘→ motion from Shadow Sprint (↓↘→). It is an excellent move to use when the opponent Quick Recovers after a devastating juggle, or after they get up from a throw or knockdown move.

7



Storm Bringer is a spinning jump kick to a standing mid-hitting roundhouse. The second half of this move should only be executed when the first half connects with the opponent. The second kick is not safe if your opponent blocks it, unless it is done at maximum range. This move goes into jump status instantly, which is useful for avoiding and punishing an opponent's attacks. It can also be used to avoid throws, unless your opponent has air throws at their disposal. Storm Bringer is a good move to use when your opponent is getting up from the ground, or at the beginning of a round.

3



Shinobi Cyclone is a quick sweep that will avoid high moves. This move can be especially useful against string-type characters where one of the hits include a high. It also hits a grounded opponent, does decent damage on the ground, and is quick enough to make defending against it on the ground difficult. It has long range for a sweep, and can be done from Shadow Sprint (↓↘→) if you think your opponent may try to interrupt you with jabs.

8



Hydra Bite can be used in juggles and as a punisher. Using Hydra Bite High (↓↘↘) will knock your opponent into a wall to your left. If an opponent misses a move against you, Hydra Bite will launch the opponent into the air, so you can juggle them and cause enormous damage. There is also a mix-up that you can apply if the opponent blocks Hydra Bite. The three follow-ups to Hydra Bite can hit either high, mid, or low.

4



Rising Uppercut is essential in Raven's game because it sets up powerful and damaging juggles. Although you cannot throw it out randomly, you can use it with throws to mix up your offense and frustrate your opponent. It is also useful as a defensive tool, because it is the perfect punisher for when you duck your opponent's throws and jabs.

9



It is vital that you master Undertaker, because it is Raven's only double break throw and it deals a lot of damage. By mastering this throw, you will lower the opponent's chance of guessing which throw break to use when they are thrown by you. Some opportunities for using this throw include when the opponent uses Quick Recovery, after blocking a safe move when you connect with a Body Blow (↓↘↘), and after throwing them with either the Salamander (Approach enemy, ↓↘↘), Orbital Moon (Approach enemy, ↓↘↘) or another Undertaker.

5



Crusader is an excellent move for punishing missed moves or slow recovering moves, because it will knock an opponent down and set up opportunities for Raven's ground game. This move can be executed while sidestepping or with your back turned. On counter hit, Shadow Scythe (↘↘↘) is a damaging follow-up. If the opponent's back is close to the wall, Crusader will cause a wall stun regardless of normal or counter hit.

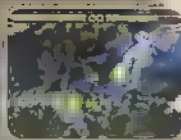
10



When used alone, this move does not accomplish much, but when used to set up other moves, Body Blow gets the job done. On a successful hit, the opponent will be stunned briefly. This is Raven's opportunity to hit them with something quick, such as Quicksand (↓↘→↘), a dashing throw, Undertaker (Approach enemy, ↓↘↘), Sudden Strike (↓↘↘), or another Body Blow to reset the mix-up.

Strengths

Raven's biggest strength is his ground game, which becomes even stronger when the opponent is near a wall. Raven has powerful juggles that can easily bring an unlucky opponent to the wall, and you can then end the wall juggles with a Chakram (→ ↘ ↻) for massive damage. Once Raven floors an opponent, he has many follow-ups to keep the opponent grounded. If the opponent quick rolls back, a well-timed Shadow Spear (→ ↘) or Chariot (↘ ↘) will catch them. If the opponent rolls to the side, a Shinobi Cyclone (↘ ↘) will stop them. If the opponent remains on the floor, a Shadow Scythe will result in huge damage. A Chakram or Storm Bringer (↘ ↘) will avoid and punish an ankle kick or rising low kick. Raven can also dash in and then backdash to avoid the rising kicks, and then punish the rising mid kick on block with a Lance Kick (→ ↘). Or if the move misses completely, Raven can launch the opponent with a Hydra Bite (↘ ↘), and follow up with a juggle of your choice. When the opponent finally gets up from the ground, Raven has many options at his disposal to knock his opponent back down again, such as Quicksand (↓ ↘ ↘), throws, Suriden Strike (→ ↘), or Shinobi Cyclone. If the opponent is on the floor in a corner of a walled stage, Death from Above (↘ ↘) has a higher chance of connecting. The opponent will not be able to roll sideways or backward, and it will connect on grounded opponents. Most players do not quick roll forward. Raven can also confuse his opponent from his back turn stance, or anytime he has his back toward his opponent, by mixing up throws or moves. Some notable moves from back turn stance are Crusader (↘), the first kick of Karma Kick Combo (→ ↘), Demon Knee (→ ↘), Gremlin Smasher (→ ↘), Labyrinth (→ ↘), and Cold Massacre (→ ↘). Raven can also reverse mid and high hitting attacks from back turn stance by doing Sixth Sense (→ ↘). An 8-frame jab is at his disposal, and he can use a Shadow Sprint (↓ ↘) move to follow it up. Some of his moves, like Storm Bringer, have instantaneous jump status upon execution. This means it is simple for Raven to avoid and punish lows. If an opponent throws out a safe move and you guard it successfully, you can use a move from Shadow Sprint to cause an instant 50/50 mix-up. From Shadow Sprint, you can also use the first half of Pendulum Kick (↘ ↘) or Orbital Moon (↘ ↘). If an opponent is applying pressure, you can create space by using Blind Ghost, Shadow Spear, Left Right Combo (↘ ↘), Body Blow (↘ ↘), Assassin's Sting Combo (↘ ↘), Fatal Elbow (↓ ↘ ↘), or Shuriken Kick (↘ ↘).



Good Match-Ups

Most of Craig's long-range moves hit either high or low. If you can keep Rayen about a Shinobi Cyclone's (↘ ↘) distance away from Craig, you mainly have to duck if you see an attack coming. Since most of Craig's lows have terrible recovery, you can easily punish them with a Rising Uppercut (WR ↘) into a powerful juggle. Sudden Strike (→ ↘) and Storm Bringer are also useful if you anticipate a low attack. If you see Craig trying to mount you from Ready Position, you can easily avoid it and cause some damage with Storm Bringer. You can also reapply your offensive game to Craig quite easily after blocking most of his moves. Also, due to his large size, he is a bigger target for ground hits, combos, and juggles.

Most of JACK-5's damage is caused by his destructive and varied throws. Fortunately, JACK-5 cannot air throw, so you can use your jump status moves with no worries. This also will avoid his low moves, such as ↘ ↘. JACK-5 is a relatively slow character, so it is not too difficult to keep constant pressure on him after knocking him down, or after you successfully block his moves. Most of JACK-5's mid hitting moves are unsafe, so be sure to punish him and then continue your offense afterward with a mix-up. If you stay just beyond the reach of JACK-5's ↘ ↘, he has few safe options that will reach you. It is possible to see the wind-up animation for his other moves from that range, and they are all punishable on block. Proper positioning is vital versus JACK-5, so you do not get thrown by him. It is better to low parry JACK-5's ↘ ↘ than to block it. After a successful low parry, use Pendulum Kick (↘ ↘) and then the juggle of your choice.

Weaknesses

Nearly all of Raven's moves give his opponents free jabs when guarded against, so it is imperative that you choose your attacks wisely. The drawback of taking jab damage and losing momentum is that you cannot recklessly throw out moves. Raven can be punished severely by certain characters on block, even for some of his most basic moves. Raven lacks a quick basic low attack, which could limit your options when the opponent is constantly in your face. He also does not have a safe mid move to keep the opponent away from him. His double break throw is not easy to pull off under pressure, which leaves his throw mix-up 50/50 for the most part. A safe, consistent juggle starter is also missing from Raven's move repertoire. All his juggle starters are punishable on block, and some require a counter hit in order to launch. Raven's more damaging juggles are not easy to execute either. Novice players should practice his juggles, Undertaker (Approach enemy, → ↘ ↘ ↘ ↘ ↘ ↘), and Shadow Sprint (↓ ↘). Most of Raven's useful moves require additional inputs or wind-up time, which prevents Raven from following up attacks against standing opponents, like Hwoarang or Christie can. The only time Raven can flow with his attacks is when he guesses right during his ground game. By knocking his opponent onto the floor, Raven can try to land another move that will keep his opponent floored. But all it takes is a simple rising kick, ankle kick, or incorrect guess to totally nullify Raven's flow. The faster moves from Shadow Sprint (↓ ↘) are extremely unsafe on block. His slower moves from Shadow Sprint are safer on block, but are easier to recognize and guard against. His evasive moves, such as Shinobi Cyclone (↘ ↘) and Storm Bringer, are also unsafe on block. The majority of Raven's moves from Shadow Stance are rather slow, and you will need proper spacing or conditional situations in order to use them effectively. Unfortunately, luck and the ability to recognize your opponent's defensive patterns are major factors in a Raven player's offense.



Asuka is primarily a close-range fighter, with many strings that vary in hit range. Raven can easily keep her out by using moves like Shadow Spear (→ ↘), so she will not be able to use her strings and can make you guess which way to block them. If you see Asuka begin a string from afar, you can score an easy Valkyrie Lance combo (↘ ↘ ↘) on her, because all of the kicks will connect on counter hit. If you do not have enough time to input a Valkyrie Lance, you can always use a simple Roundhouse (↘) to knock her into the air, and follow up with ground mix-ups as she struggles to get back to her feet. Most of her lows are rather slow and can be blocked easily, so be sure to punish them accordingly. If an Asuka player is abusing her White Heron Dance (↘ ↘), be sure to block and then duck after the first hit, and launch her using Rising Uppercut (WR ↘). Shinobi Cyclone (↘ ↘) avoids many of her hits from her strings as well. You can also sidewalk nearly all her strings, and some of her moves. After getting to her side, you can use Crusader to knock her down and then use your ground offense afterward.

Wall Strategy

Raven is fierce when he has his opponent backed up against the wall. Once Raven wall stuns his opponents, he can follow up with damaging combos and then mix-ups. Opponents will not be able to quick roll back or backdash to avoid his mix-ups. If the opponent is in the middle of the screen, Raven can easily get them to the walls by juggling them with a Rising Uppercut (WR ↘), Hydra Bite (↘ ↘), or Sudden Strike (→ ↘), or by hitting them with Storm Bringer, Lance Kick (→ ↘), Fatal Elbow (↓ ↘ ↘), or Shadow Spear (→ ↘). A Crusader (↘) or Shadow Snap Kick (↘ ↘) on counter hit will also push an opponent far away from you. Raven's low hits are annoyingly good by the wall, and they give you the advantage against your opponent. Although Raven does not have a string or move that will hit multiple times against the wall, like some of the other characters, he can knock the enemy onto the floor or into the wall so he can keep his offense flowing.



Combo 1



Combo 2



Combo 3



Combo 4



Combo 5



Bad Match-Ups

Raven vs. Steve Fox

Steve can brutally punish Raven's lows if he blocks them. He can easily punish a lot of Raven's moves, such as Storm Bringer, by using Sonic Fang. Steve can also side step some of Raven's moves, such as Sudden Strike (→↘), and might even get a Edge Combo (↘↘↘) for a free launcher and great damage. Steve is quick at striking moves like Left Right Left (↘↘↘) and Double Jab Straight (↘↘↘), and be evasive with his sway and Quick Spin (↻) maneuvers. This can make it difficult for players to get in close. Steve can also use his Flicker Stance to create the illusion that he is closer than he really is, which can make it difficult to land general moves and moves like Shadow Sprint (↘↘). Steve also has UpperCut Cross Combo (↘↘↘), Double Jab (↘↘), and Flicker Stance's Fly Swatter (↘) to keep his opponents away from him. Steve can easily close the distance to his opponent by using Quick Spin, Ducking In (↘↘), Ducking Body Blow to Left Hook (→↘↘).

King's Elbow Sting (↘↘↘) protects Raven from getting close enough to apply his moves. Even if Raven blocks it, King has other tools at his disposal to keep Raven out, such as Jab UpperCut (↘↘↘), or another Elbow Sting. He can also throw Raven out of the status moves to score an air throw. King also has a solid ground game due to his throws, so you must become familiar with all the throw breaks for his ground throws. Raven, King can land a great offensive blow on his opponent after blocking one of his moves, by mixing up his throws or a hop kick. King has a strong wall game due to his throws, which can connect with you in nearly every given situation. He can also use move notations for his throws during the animations of another attack, and some of his lead into devastating throws.

Raven vs. Nina Williams

Like King, Nina can keep Raven from doing his mix-ups on her. Her UpperCut to Jab (↘↘), Ivory Cutter (↘), Snakeshot (SS↘), and Jab to Mid Kick (↘↘↘) are strong moves to keep her offense and defense solid. When she sees Raven Shadow Sprint (↘↘), she can use her Left Spin Low Kick to Right Upper (↘↘↘) and Geyser Cannon (↘↘↘) to score a Counter Hit and juggle. Nina can easily flow with her offense and pressuring her opponent by using the first couple hits of her strings and some moves that they leave her at an advantage even if her opponent blocks them. Nina's ground game is devastating, just like Raven's. She has all the tools she needs to keep her opponent on the floor while causing grave damage, such as Twisted Mind (↘↘), and Right Low Kick Spin Chop (↘↘↘). She also has useful throws that leave her in an advantageous position. Some of Nina's most useful moves can only be punished by jabs. Unfortunately, Raven's jabs do not deal much damage, and the follow-ups are not guaranteed.



Parry Follow-Ups

Low Punch Parry



Low Kick Parry



Roger Jr. is among the second generation of kangaroos that were genetically altered and bred for military use.

Roger was the first kangaroo born at the Mishima Zaibatsu biotech lab run by Kazuya. Shortly after Roger entered the King of Iron Fist Tournament 2, Roger Jr. was born, and the family lived in peace.

However, one day Roger was taken away from his family. Roger, Jr. thought the recently announced King of Iron Fist Tournament might provide clues to his father's disappearance, so he tucked away in his mother's pouch and decided to enter the tournament.

Roger Jr.

Fighting Style / Commando Wrestling

Country of Origin / Unknown



Player 1 Costume



Player 2 Costume

Items

Head



Head - Headgear
200,000 G
Both Outfits - Yes



Head - Cap
150,000 G
Both Outfits - Yes



Head - Lace Cap
120,000 G
Both Outfits - Yes



Head - Floral Crown
150,000 G
Both Outfits - Yes

Face



Face - Snorkel
60,000 G
Both Outfits - Yes



Face - Plastic Nose
150,000 G
Both Outfits - Yes



Face - Sunglasses
60,000 G
Both Outfits - Yes



Face - Glasses
60,000 G
Both Outfits - Yes

Upper Body



Upper Body - Pacifier
300,000 G
Both Outfits - Yes



Upper Body - Sunglasses
120,000 G
Both Outfits - Yes



Upper Body - Bear Trap
60,000 G
Both Outfits - Yes



Upper Body - Cap & Bow Tie
500,000 G
Both Outfits - Yes

Lower Body



Lower Body - Child's Drum
30,000 G
Both Outfits - Yes



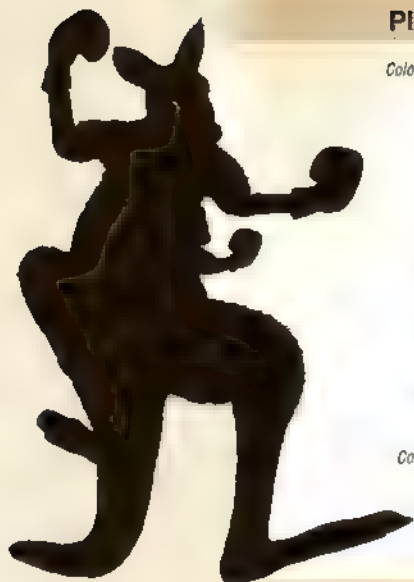
Lower Body - Child's Drum
60,000 G
Both Outfits - Yes



Lower Body - Child's Drum
120,000 G
Both Outfits - Yes



Lower Body - Child's Drum
150,000 G
Both Outfits - Yes



Player 1 Colors

Player 2 Colors

Color - Black/White
18,000 G



Color - Black/White
18,000 G

Color - Red
8,000 G



Color - Red
8,000 G

Color - Blue
8,000 G



Color - Blue
8,000 G

Color - Yellow
8,000 G



Color - Yellow
8,000 G

Color - Green
8,000 G



Color - Green
8,000 G

Color - Orange
8,000 G



Color - Orange
8,000 G

Color - Light Blue
8,000 G



Color - Light Blue
8,000 G

Color - Pink
8,000 G



Color - Pink
8,000 G

Move List

Move	Command	Properties	Damage	Notes
Left Right Combo	← →	H, H	6, 10	
One Two Uppercut	→ → →	H, H, M	6, 10, 10	
One Two Kangaroo Combo	→ → →	H, H, H	6, 10, 20	Knockdown
Jab Uppercut	→ →	H, M	12, 12	
Spinning Tail Whip	[→ →]	M, M	8, 12	Launcher
Double Spin Castanet Kick	→ →	H, H, M	8, 13, 21	Crumple Stun
Double Spin Animal Sweep	→ → →	H, H, L	8, 13, 17	Knockdown
Castanet Kick	→	M	21	Crumple Stun
Animal Rush to Windmill Punch	→ → → → →	H, H, H, H, M	7, 10, 5, 10, 21	Knockdown
Windmill Punch	→ ☆ →	H	30	Knockdown
Outback Stomp	→ →	M	25	Crumple on Counter Hit
Ayar's Rock	→ → → →	M, M, M	10, 22, 23	Launcher
Animal Gigaton Punch	→ →	M	25	Knockdown
Exploder	→ →	H	25	Knockdown
Elbow Slap Combo	→ → →	M, M	15, 12	Knockdown on Counter Hit
Animal Slap	→ →	M	12	
Right Cross Kick	→ →	M	15	
Animal Headbutt	→ →	M	21	
Animal Rampage	→ →	SM	45	Knockdown
Jab Uppercut	↓ → → ☆ →	SM, M	5, 13	
Diving Low Punch	↓ →	L	10	
Stagger Kicks	↓ → → →	L, L, L	14, 7, 7	Staggers
Spinning Uppercut	↓ → →	L, M	10, 10	Knockdown
Tail Tripper	↘ →	L	17	Knockdown
Animal Kick Rush	↘ → → → →	M, M, M, M, M	14, 14, 14, 14, 14	
Kangaroo Attack	↘ →	M	28	Knockdown
Spinning Snap Kick	← →	L	18	Knockdown on Counter Hit
Rocket Stance	← →			
Road Runner	← → →	M	30	Knockdown
Wind-up Uppercut	← → →	M	22	Launcher
Wind-up Low Kick	← → →	L	12	
Wind-up Middle Kick	← → →	M	15	
Wind-up Hip Press	← → →	M	22	Knockdown
Animal Drop Kick	← →	M	30	Knockdown

Move	Command	Properties	Damage	Notes
Wind Up Punch	← ⊕	I	100	Knockdown
Helicopter Kick	↗ ⊕ ⊕	M, H	25, 25	Knockdown
Rising Toe Kick	↗ ⊕	M	13	Launcher
Capital Punishment	↗ ⊕	M	35	Knockdown
Kangaroo Stomp	↗ ⊕	M	21	Knockdown on Counter Hit
Elbow Drop	↘ ⊕	M	35	Knockdown on Counter Hit
Sliding Hook	→ ⇨ ⊕	M	25	Knockdown
Konvict Kick	→ ⇨ ⊕	M	24	Knockdown
Head First Lunge	→ ⇨ ⊕	H	15	Knockdown
Rolling Toe Drop	← ⇨ ⊕	M	■	Knockdown on Counter Hit
Animal Uppercut	→ ☆ ↓ ⊕ ⊕	M	50	Knockdown
Animal Smash	→ ☆ ↓ ⊕ ⊕	M	23	Knockdown
Running Exploder	→ → → ⊕	M	40	Knockdown
Spring Stomp Kick	While rising ⊕ ⊕	M, H	18, 12	
Charge Stomp Kick	While rising ⊕ ⊕ hold	M, M	18, 21	Knockdown
Toe Smash	While rising ⊕	M	20	
Crouching Uppercut	While crouching ↘ ⊕	M	23	Launcher
Animal Sweep	During sidestep ⊕	L	17	Knockdown
Shrimp Kick	Back towards enemy ⊕	M	25	Launcher

10 Hit Combos

Move	Command	Properties	Damage	Notes
10 Hit Combo 1	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, H, M, H, L, M, M, M	6, 10, 10, 8, 10, 12, 6, 7, 5, 15	Knockdown
10 Hit Combo 2	⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕	H, H, M, H, M, H, M, L, M	6, 10, 10, 8, 10, 12, 5, 10, 3, 25	Knockdown

Throws

Move	Command	Properties	Damage	Escape
Head Stomp	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Tasmanian Doormat	Approach enemy ⊕ (or → ⊕)	H	35	⊕
Animal Face Crusher	Approach from left side ⊕ (or ⊕)	H	40	⊕
Animal Rolling Arm lock	Approach from right side ⊕ (or ⊕)	H	40	⊕
Reverse Neck Throw	Approach from behind ⊕ (or ⊕)	H	■	
DDT	Approach enemy ↘ ↘ ⊕	H	45	⊕
Pile Driver	Approach enemy ↓ ↘ ⇨ ⊕	H	35	⊕
Tombstone Piledriver	Approach enemy ↘ ⇨ ⊕	H	58	⊕
Giant Swing	Approach enemy → ← ↘ ↓ ↘ ⇨ ⊕	H	65	⊕

Top Ten List

Tail Tripper



↖ ⊕

Perhaps Roger Jr.'s best move, this can't be low parried and leads to good damage and strong wake-ups. It's also relatively safe (Jin can't punish it with his WR ⊕). Using this move in combos is very useful. If it connects with an airborne or semi-grounded opponent and floats, a Kangaroo Stomp (↖ ⊕) will catch a Quick Recovery and give a free Shrimp Kick (back towards enemy ⊕). The only way to avoid the Kangaroo Stomp is to quick roll, which is easily beaten by a Capital Punishment (↖ ⊕) or another Tail

Sliding Hook



→ ⇨ ⊕

This is a very fast crouching mid that hits semi-grounded opponents. Good for ending combos and keeping the opponent on the ground. Also very strong against the wall.

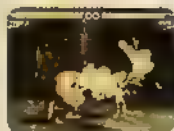
Animal Rush to Windmill Punch



→ ⊕ ⊕ ⊕ ⊕ ⊕

This is Roger's best move, hands down. On Counter Hit, it stuns the opponent before the Windmill Punch which gives a free delayed Rising Toe (↖ ☆ ⊕) into juggle for unbelievable damage. It's very easy to land this move on Counter Hit because it's so fast. You can also watch if the → ⊕ ⊕ connects, and finish the string.

Capital Punishment



↖ ⊕

This move is very important. It's great for catching quick rolls, and it forces crouch on block. On hit, Animal Headbutt (↖ ⊕) is guaranteed for nice damage. On block, good follow-ups are Right Cross Kick (↖ ⊕), Animal Rush to Windmill Punch (→ ⊕ ⊕ ⊕ ⊕ ⊕), or a simple sidestep.

Animal Sweep



SS ⊕

This has a very good crouch that goes under even some mids. It's risky, but it leads to good damage and is worth throwing out here and there. When opponents see you sidestep, they will duck in fear of this move. This is why you should mix it up with strong mids off sidestep (Rising Toe ↖ ⊕, Castanet Kick ⊕). On hit, Tail Tripper (↖ ⊕) is free, and a good follow-up after that is Kangaroo Stomp (↖ ⊕). The jumping stomp will catch quick rollers and give you a free Shrimp Kick (back towards enemy ⊕) into juggle for massive damage.

Windmill Punch



→ ☆ ⊕

This is a high-risk, high-reward move. If blocked, an Animal UpperCut (→ ☆ ⊕) is guaranteed, among many other things. Use this wisely, because good players will see the animation and duck. It's also very strong against the wall.

Right Cross Kick



↖ ⊕

This is a very safe, very fast mid that you can throw out whenever you want. This move is perfect for baiting the opponent to attack, because it recovers very quickly if you whiff it. It gives an advantage on hit and adds lots of pressure against the wall.

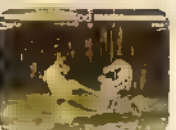
Kangaroo Attack



↖ ⊕

Roger's most reliable and rewarding crouching move, this is very risky but very rewarding. If blocked, you are open to floater juggles.

Low Kick



↓ ⊕

This is a very annoying low, fairly safe, a very strong crouch, and excellent against the wall. On hit, it gives an advantage and can lead to damaging poking strings.

Animal Headbutt



↖ ⊕

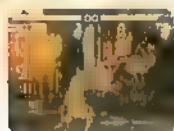
Roger's safest mid if you're up close, this is fast, safe, does good damage, and gives you the advantage on hit. It also hits on the ground and is very effective against a grounded opponent near the wall.

Combos

Combo 1



Back Turned



→ ↺ ↻ ↺

Combo 2



CH → ↺ ↻ ↺



→ ↺ ↻ ↺

Combo 3



↺ ↺



↺

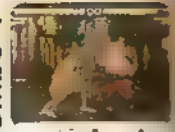


↺

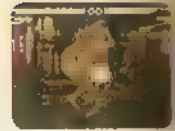


→ ↺ ↺

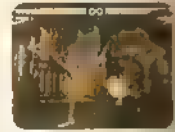
Combo 4



CH → ↺ ↻ ↺



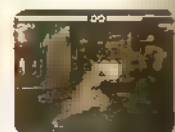
↺ ↺



→ ↺



Back toward ↺



↓ ↺ ↺

Combo 6



↑ ↺ ↺



↺ ↺



↺



↓ ↺ ↺

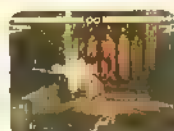
Combo 7



↺ ↺



→ ↺ ↻ ↺



Wall ↺ ↺

Combo 8



↺ ↺



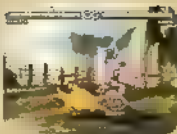
↺



Wall ↺ ↺ ↺ ↺

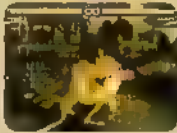
Strengths

Roger has a strong wall game and excellent Quick Recovery traps. Your main goal should be to get the opponent's back against the wall. Counter Hit Animal Rush to Windmill Punch (→ ↻ ↻ ↻ ↻) combos and Tail Tripper (↻ ↻) Quick Recovery traps should be abused to no end. Most characters have a lot of trouble punishing Tail Tripper.



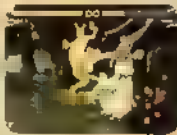
Weaknesses

Roger Jr.'s biggest weakness is his poor range. Most of his moves give good advantage, but follow-ups can simply be dashed away from. It's important to be very patient with him and pick your spots. A smart defensive opponent will exploit Roger's poor range with moves that have natural spacing. Roger also has by far the worst throw range in the game. Even his anti-backdash throws have trouble connecting.



Wall Strategy

Roger's wall game is where he shines. When you have the opponent's back to the wall, you don't have to worry about his poor range. Moves like Right Cross Kick (↻ ↻) and Capital Punishment (↻ ↻) can be great pressure tools against the wall. Add some Diving Low Punches (↻ ↻) or Tail Trippers (↻ ↻), and you have a deadly arsenal of lockdown moves. If Roger's back is against the wall, try his giant swing throw. If done from this position, he can't be reversed off the wall by the opponent and will deal about 50% damage. Some nasty wall combos include Counter Hit Animal Rush to Windmill Punch (→ ↻ ↻ ↻ ↻), Helicopter Kick (↻ ↻) and then another Helicopter Kick, and Windmill Punch (→ ↻ ↻) (blocked) and then two Helicopter Kicks back to back.



Good Match-Ups

Roger Jr. vs. Bryan Fury

Since Bryan's best moves are high and don't Quick Recovery crouch, it's very easy to apply moves like Animal Sweep (SS ↻), Kangaroo Attack (↻ ↻), and Counter Hit Animal Rush to Windmill Punch (→ ↻ ↻ ↻ ↻). This match is a simple matter of baiting counter hits. If you play patiently, you shouldn't have any problems.

Roger Jr. vs. Jin Kazama

Jin has to stay close to fight Roger, which lets Roger use all his pokes freely. Also, Jin's best tools are high and mid, so well-timed Animal Sweeps (SS ↻) will go under a lot of his strings. Roger can also abuse Tail Tripper (↻ ↻) against Jin, because all he can do to punish it is WR ↻. That isn't anything to worry about. Since Roger is so small, many of Jin's juggles won't hit him consistently.

Roger Jr. vs. Lee Chaolan

Another good fight for Roger. Many of Lee's strings end with high attacks, and you can crouch under these highs with Kangaroo Attack (↻ ↻). Also, Animal Sweep (SS ↻) goes under a lot of Lee's best mids.

Parry Follow-Ups

Low Punch Parry



↻ ↻, → ↻ ↻ ↻

Low Kick Parry



↻ ↻, → ↻ ↻ ↻

Bad Matchups

Roger Jr. vs. Craig Marduk

Roger has a lot of trouble against Marduk, because most of Marduk's best attacks have strong crouches built in. Marduk can keep Roger out of range easily without fear of Counter Hit Animal Rush to Windmill Punch (→ ↻ ↻ ↻ ↻). One move in particular that is very easy to abuse against Craig is Kangaroo Attack (↻ ↻). It spaces almost all of Roger's regular pokes and is very hard to punish on block.

Roger Jr. vs. JACK-5

Perhaps as payback for *Tekken Tag Tournament*, JACK-5 is a very tough match-up for Roger. Many of Roger's moves whiff against JACK-5. Also, a lot of juggles won't even work on him (Tail Tripper (↻ ↻), Ayer's Rock (→ ↻ ↻ ↻)). Most of JACK-5's unsafe moves are hard for Roger to punish because of his poor range.

Roger Jr. vs. Paul Phoenix

It's very hard to punish Paul's key moves with Roger. Moves like Paul's Phoenix Smasher (↻ ↻ → ↻) are very easy to abuse and must be anticipated and sidestepped. In general, Paul can stay at mid range and keep Roger at bay with simple mix-ups. Roger's poking damage just doesn't stack up.



By entering the King of Iron Fist Tournament 4, world boxing champion Steve Fox had hoped to gain international exposure and clues that would help unravel the mystery surrounding his birth. Steve, with the cooperation of Lei Wulong, found out about Mishima Zaibatsu's evil designs and the Zaibatsu's involvement in his conception. He made up his mind that he would see to it Mishima Zaibatsu never made this mistake again.

Shortly after, the King of Iron Fist Tournament 5 was announced and Steve decided to enter.

Steve was full of confidence he set off to win the tournament and destroy the Mishima Zaibatsu.

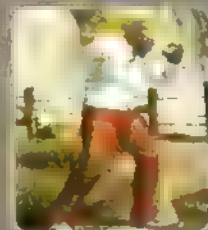
Steve Fox

Fighting Style / Boxing

Country of Origin / Great Britain



Player 1 Costume



Player 2 Costume

Items

Head



Head - Wild Hairstyle
300,000 G
Both Outfits - No



Head - Olive Crown
150,000 G
Both Outfits - No



Head - Baseball Cap
80,000 G
Both Outfits - Yes



Head - Towel
150,000 G
Both Outfits - No



Head - Parted Hairstyle
200,000 G
Both Outfits - No

Face



Face - Nose Bandage
60,000 G
Both Outfits - No



Face - Glasses
60,000 G
Both Outfits - No



Face - Headphones
40,000 G
Both Outfits - Yes



Face - Bandanna
300,000 G
Both Outfits - No



Face - Sunglasses
120,000 G
Both Outfits - No

Upper Body



Upper Body - Gold Medal
200,000 G
Both Outfits - No



Upper Body - Spiked Bracelet
30,000 G
Both Outfits - No



Upper Body - Lei
50,000 G
Both Outfits - Yes



Upper Body - Silver Pendant
30,000 G
Both Outfits - No



Upper Body - Chainsaw
60,000 G
Both Outfits - No

Lower Body



Lower Body - Alternate Boots
120,000 G
Both Outfits - No



Lower Body - Champion's Belt
500,000 G
Both Outfits - No



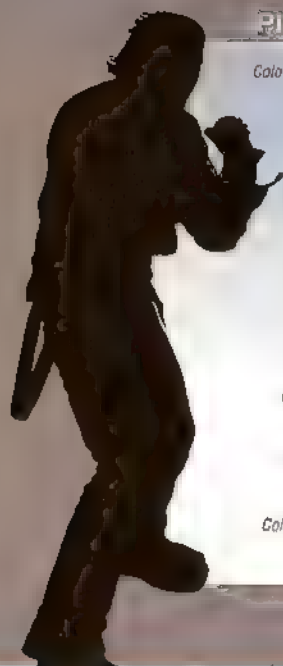
Lower Body - Jump-rope
30,000 G
Both Outfits - Yes



Lower Body - Chainsaw
500,000 G
Both Outfits - No



Lower Body - Butterfly Knife
60,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Orange
8,000 G

Color - Purple
8,000 G

Color - Light Blue
8,000 G



Player 2 Colors

Color - Black/White
18,000 G

Color - Red
8,000 G

Color - Blue
8,000 G

Color - Yellow
8,000 G

Color - Green
8,000 G

Color - Orange
8,000 G

Color - Light Blue
8,000 G

Color - Beige
8,000 G



Move List

Name	Command	Properties	Damage	Notes
Double Jab	↖ ↗	H, H	5, 3	
Double Jab Straight	↖ ↗ ↘	H, H, H	5, 3, 10	
Double Jab Body Blow	↖ ↗ ↘ ↙	H, H, M	5, 3, 15	
Left Right	↖ ↗	H, H	5, 12	
Jab Body Blow	↖ ↗ ↘	H, M	5, 15	
Left Right Left	↖ ↗ ↘	H, H, H	5, 12, 15	
Left Right Left Flicker Stance	↖ ↗ ↘ ↙	H, H, H	5, 12, 15	Shifts to Flicker Stance
British Edge Combo	↖ ↗ ↘ ↙	H, H, H, M	5, 12, 15, 19	Launcher
British Edge Combo 2	↖ ↗ ↘ ↙ ↘	H, H, H, L	5, 12, 15, 17	Knockdown
Quick Edge Combo 1	↖ ↗ ↘	H, H, M	12, 15, 19	Launcher
Quick Edge Combo 2	↖ ↗ ↘ ↙	H, H, L	12, 15, 17	Knockdown
Right Straight Left Hook to Flicker Stance	↖ ↗ ↘ ↙	H, H	12, 15	Shifts to Flicker Stance
Straight Body Combo	↖ ↗	H, M	12, 12	
Ducking Left	↖			
Double Stinger	↖ ↗	M, M	20, 23	Knockdown
Left Body to Flicker	↖ ↗ ↘	■	20	Shifts to Flicker Stance
Right Shoulder Rush	↖ ↗	■	13	
Cobra Weave	↖ ↗ ↘			
Endless Roll	↖ ↗ ↘ ↙ ↘ ↙ ↘ ↙	M...	22...	
Ducking Right	↗			
Left Shoulder Rush	↖ ↗	M	13	
Gut Drill	↖ ↗	M	27	Knockdown
Cobra Weave	↖ ↗ ↘			
Endless Roll	↖ ↗ ↘ ↙ ↘ ↙ ↘ ↙	■	■	

Flicker Stance

Name	Command	Properties	Damage	Notes
Flicker Stance	↖			
Fly Swatter	During Flicker Stance ↖	■	27	Knockdown
British Lancer	During Flicker Stance ↖ ↗	■	30	
Spitfire Combo	During Flicker Stance ↖ ↗ ↘ ↙	H, H, H, M	12, 12, 12, 27	Knockdown
Tempest Combo	During Flicker Stance ↖ ↗ ↘	H, M	12, 20	
Power Hook Combo	During Flicker Stance ↖ ↗ ↘ ↙	H, H	12, 10	Knockdown

Name	Command	Properties	Damage	Notes
Quick Spin	↻			
Cyclone Punch	↻↻	M	22	Knockdown
Cyclone Knee Clip	↻↓↻	L	17	Knockdown
Cyclone Left (Right)	↻↻ (or ↻↻)			
Double Cyclone Punch	↻↻ (or ↻↻)	M	28	Knockdown
Double Cyclone Knee Punch	↻↻ (or ↻↻) then ↓↻	L	21	Knockdown
Ducking Body Blow	→↻	M	15	
Ducking Body Blow to Left Hook	→↻↻	M, H	15, 15	
Ducking Psyche-out Body	→↻↻↻	M, M	15, 12	
Ducking Psyche-out Left Right Combo	⇨[↻↻]	H, H	8, 12	
Faint to Right Body Blow	→[↻↻]	M	12	
Ducking	→↻ (or →↻)			
Fox Hunt	While Ducking ↻	M	23	
Skyscraper	While Ducking ↻	M	18	Launcher
Punisher	While Ducking →↻	H	25	Knockdown
Gatling Gun	While Ducking ↻↻↻↻↻↻↻↻↻↻	M, M, M, M, M, M, M, M, M	3, 3, 3, 3, 3, 3, 3, 3, 12	Knockdown
Ducking In	→↻→↻ (or →↻→↻)			
Power Fox Hunt	While Ducking In ↻	M	26	Knockdown
Power Skyscraper	While Ducking In ↻	M	21	Launcher
Power Punisher	While Ducking In →↻	M	28	Knockdown
Stun Gun	→↻	M	27 - 36	
Left Uppercut	↗↻	M	8	
Right Uppercut	↘↻	M	12	Launcher
Uppercut Cross Combo	↗↻↻	M, H	8, 12	
Uppercut Psyche-out Body	↗↻↻↻	M, M	8, 12	Stuns
Uppercut Psyche-out Hook	↗↻↻↻	M, H	8, 22	
Uppercut Psyche-out Hook Flicker	↗↻↻↻↻	M, H	8, 22	Shifts to Flicker Stance
Uppercut Psyche-out Left Right Combo	↗↻↻↻	M, H, H	8, 8, 12	
Double Right Uppercut	↘↻↻	M, M	12, 13	Launcher
Sonic Fang	↗↻	M, M	10, 18	Knockdown
Knee Blaster	↓↻	L	14	
Wildman Combo 1	↓↻↻↻	L, M, H	13, 13, 15	Knockdown
Wildman Combo 2	↓[↻↻]→↻	M, H	15, 15	Knockdown
Scorpion's Claw	↓[↻↻]↻	M, M	15, 22	
Knee Clipper	↘↻	L	21	Knockdown
Foot Stomp	↘↻	L	15	
Foot Stomp Right Hook	↘↻↻	L, H	15, 15	Knockdown
Quick Hook	←↻	M	18	
Quick Hook to Flicker	←↻↻	H	18	Shifts to Flicker Stance
Left Hook Knee Clipper	←↻↻	H, L	18, 17	Knockdown
Jaw Jolt	←↻	H	22	

10 Hit Combos

Name	Command	Properties	Damage	Notes
10 Hit Combo 1	⇨[↻↻]↻↻↻↻↻↻↻↻↻	H, H, M, M, M, H, H, L, M, M	8, 12, 7, 8, 8, 8, 10, 8, 13, 22	Knockdown
10 Hit Combo 2	⇨[↻↻]↻↻↻↻↻↻↻↻↻	H, H, M, M, M, H, H, L, M, L	8, 12, 7, 8, 8, 8, 10, 8, 13, 40	Knockdown
10 Hit Combo 3	⇨[↻↻]↻↻↻↻↻↻↻↻↻	H, H, M, M, M, H, H, L, H	8, 12, 7, 8, 8, 8, 10, 12, 10	Knockdown

Swaying Stance

Name	Command	Properties	Damage	Notes
Swaying	← ⊞ (or ← ⊞)			
Billy Club	While Swaying ⊞	M	30	
Snake Charmer	While Swaying ⊞	M	30	
Over the Top	↗ ⊞	M	12	
Sky High	↗ ⊞	M	18	Launcher
Jump-in Foot Stomp	↗ ⊞	L	24	Stuns
Jump-in Foot Stomp Right Hook	↗ ⊞ ⊞	L, H	24, 15	Knockdown
Jumping Duck Kick	↗ ⊞	M	25	Launcher
Dashing Straight	→ ⊞ ⊞	H	30	
Beat Down	→ → ☆ ⊞	M	25	Knockdown
Rocket Launcher	↓ ↘ ⊞ ⊞	M	21	Knockdown
Rocket Launcher to Flicker	↓ ↘ ⊞ ⊞ ⊞	M	21	Knockdown
Can Opener	↓ ↘ ⊞ ⊞	H	35	Knockdown
Helffira	↓ ↘ ⊞ ⊞ ⊞	I	70	Knockdown
Eraser	→ → → ⊞	M	24	Knockdown
Sliding Low Punch	Run more than 3 steps ⊞	L	17	Knockdown
Wildman	While rising ⊞ ⊞	M, M	13, 22	
Cheapshot	(While enemy is down) ↓ ⊞	L	12	

Throws

Name	Command	Properties	Damage	Escape
Gut Wrencher	Approach enemy ⊞ (or → ⊞)	H	35	⊞
Brain Pulverizer	Approach enemy ⊞ (or → ⊞)	H	35	⊞
Choker Slam	Approach from left side ⊞ (or ⊞)	■	40	⊞
Throw Down	Approach from right side ⊞ (or ⊞)	H	40	⊞
Schoolyard Bully	Approach from behind ⊞ (or ⊞)	H	55	-
Armlock Throw	Approach enemy → ⊞ ⊞	H	40	⊞
Spinning Elbow Drop	Approach enemy ↓ ↘ ⊞ ⊞	H	40	⊞
Griffin Throw	During Flicker Stance ← ⊞	H	40	⊞
Parry	Time with enemy punch ⊞ →	H	0	-
Parry to Uppercut	Time with enemy punch ⊞ → ⊞	■	30	-
Position Change	While Swaying ⊞	H	0	-

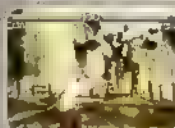
Top Ten List

1



This is one of Steve's quickest punishers, which also deals good damage and covers good distance. This move can be thrown out somewhat randomly, because most people do not realize it can be punished. But against advanced players, this move must be used sparingly. Save it for a quick punisher to catch their delays when they whiff a move.

2



Right Uppercut launches only on standing characters; Double Right Uppercut (↵↵) launches ducking characters. Use Right Uppercut as a punisher if the opponent whiffs, but realize that it only covers a small distance. Use Steve's Double Right Uppercut if you expect them to duck. This will launch them after the second hit connects. The opponent only floats slightly, so you must do a jab to continue the combo. In a stage with walls, you can do a Double Right Uppercut (↵↵, ↵↵☆, ↵↵☆, ↵↵☆, ↵↵☆, ↵↵☆, ↵↵☆) (goes into Flicker Stance), Spittire (↵↵↵↵) combo, which can deal up to 80% damage. The number of dashing jabs (↵↵☆) you'll need depends on how far you are from the wall. If you practice enough, it is possible to do about seven dashing jabs, or even more.

3



This is a high move that cancels into Steve's Flicker Stance. On counter hit, it causes an unbreakable stun for Steve to combo with. The move is quick, but it is high. It is also hard to punish. Holding back will cause Steve to go into Flicker Stance, which will auto block after the move.

4



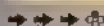
This is one of Steve's new moves that gives him great setups and more guessing games. This is also one of his better moves to get inside the opponent from midscreen. When it hits, it gives Steve a great guessing game. He can go into Flicker Stance and do a quick Flicker punch, a throw, or a mid attack. If blocked, he can still go into Flicker Stance since it can hardly be punished. You can also quickly cancel out of the Flicker Stance and duck, in case the opponent decides to jab you out. Then you can Wildman (WR↵) after ducking the jabs. If the opponent decides to do any slow power moves, Steve can punish them with his Power Hook Combo (While in Flicker Stance ↵↓↵), which knocks them down on counter hit.

5



The first left uppercut of this move cannot be countered or parried. It is a great move against players who like to do counters or punch parries to stop Steve's pressure game. The two punches are guaranteed if the first one hits, and it does nominal damage. It is also a great move to keep the pressure on the opponent.

6



This move is great for closing in the distance. It's quick, hits mid, and gives a great block stun. Although it can be sidestepped fairly easily, once it's blocked the opponent is left in a guessing game between a throw, an Uppercut Cross Combo (↵↵↵), or a Foot Stomp Right Hook (↵↵↵). Once you get better at doing damaging wall combos, you can throw in Double Right Uppercut (↵↵↵) against duckers. That can do up to around 75% damage.

7



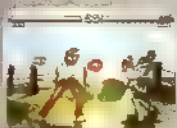
One of Steve's best new moves, this gives your opponents reason to duck. This must be used only when you are in close and have the advantage. The move is pretty quick, but it does not cover much distance. In a wall stage, this is one of your best options when the opponent's back is to the wall. When it hits, you can do it one more time for excellent damage.

8



This move is great against players who like to jab a lot. It crushes any high attacks, it's quick, and it hits low. After Knee Blaster hits your opponent, you can make them guess by doing either a Wildman (WR↵), a throw, or another Knee Blaster. Wildman after Knee Blaster hits is uninterruptible (hit the ↵ after you see it hit; if not, only do ↵), so use that a few times to scare the opponent into ducking or trying to counter your next attack. Once you make them fear your quick Wildman, you can then begin your mind games.

9



Steve probably has the best jab in the game. His Left Right Left can counter just about anything except for moves that can crush highs. The risk to reward is great, because a Left Right Left is all guaranteed on counter hit and does around 25% damage, and leads you to great mix-ups. It is also great to keep out players who try to rush down Steve. This move should be used often to make the opponent duck, or to get a counter hit against slower moves that the opponent tries to do.

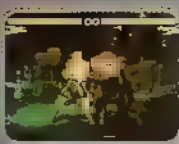
10



Damaging and very quick, this move can punish players who like to jab a lot. Steve can duck a lot of strings and punish them with this quick and devastating move. It is also possible to use this string as a poke. Since it is possible to delay the ↵ of this string, you can run up to your opponent duck (most opponents will try to jab you when you run in), and WR↵. If you see it hit, press the ↵ as soon as possible to guarantee the hit. If the WR↵ does not hit, just don't press the ↵. Duck again and try WR↵ again, or do other mind games like throwing, jabbing, etc. This mind game works because your opponent expects the ↵ to come out. It takes some practice, but it'll be helpful to practice seeing the hit and then doing the second part of the string.

Strengths

Steve is very strong overall, but his strength lies in his wall game. Most of the stages in the game have walls, which helps it also helps that most of Steve's combos can get his opponents against the wall. In any stages with walls, it is best to do a lot of jabs in the combos to get the opponent to the wall. Then mix them up with the wall strategy below. In stages without walls, he is still one of the best characters in the game. He can be played effectively on both offense and defense. His best pressure string is definitely Left Right Left (↔↔↔). Since Counter Hit damage from one of the fastest jabs in the game is about 25%, opponents tend not to pressure Steve. Lunge throws are also great, since his Brain Polymerizer (↔) leaves him at a great advantage. After the throw, if the opponent tries to get straight up or quick roll away, do a Ducking Body Blow Left Hook (↔↔↔) to catch the opponent on their back. Then do a Flicker Spitfire Combo (While in Flicker stance ↔↔↔) to finish them off, for a total of about 90% damage including the throw. This kind of damage scares the opponent into staying on the ground, leaving Steve free to try extra attacks. From in close, pressure them with your jabs, Foot Stomp Right Hook (↔↔↔), Uppercut Cross Combo (↔↔↔). At mid distance, you can pressure them with Ducking Body Blow Left Hook (↔↔↔), or even Eraser (↔↔↔). (But use it sparingly, because it can be sidestepped easily.) Also remember to throw. Throws tend to make opponents duck a lot, which is good because Steve's best moves are mostly mid.



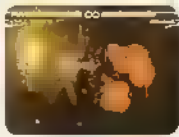
Weaknesses

Steve probably has the fewest weaknesses in the game. Most of his strings have little to no delay. His Left Right Left (↔↔↔) can be ducked and punished, because Flicker Stance allows auto block after a certain number of frames of recovery. But it also can't be punished by any real damaging moves. When facing beginners, you'll realize that even though Steve doesn't have too many weaknesses, it can be really hard for him to win against good competition. Characters with good high crushes tend to give him some trouble. Also, players with very good defensive abilities will give Steve a lot of trouble. It's easy to block most of his lows, except for his Foot Stomp Right Hook (↔↔↔), which is only good for in-close fights. Against those players, Steve has to resort to throwing a lot and being patient. Steve's Sonic Fang (↔↔) and his Quick Spin mix-ups (↔↔ or ↔↔↔) can all be sidestepped to Steve's right.



Wall Strategy

Steve has by far one of the best wall games. He is the only character with a wall push in the game. Not only that, but his Foot Stomp Right Hook (↔↔↔) and Right Uppercut (↔↔) make his wall game just phenomenal. Once you're near the wall and the opponent has their back to it, mix up your Foot Stomp Right Hook (↔↔↔) and Right Uppercut. You can also mix in your wall push. After a close wall push, Left Right (↔↔) is guaranteed. Then you can mix them up with another wall push, or the other moves mentioned above. If you land a Foot Stomp Right Hook (↔↔↔) and the opponent lands close to you, which happens in most cases when they have their back against the wall, another Foot Stomp Right Hook (↔↔↔) is guaranteed, and you can do more guessing games after. If a Right Uppercut hits, the opponent will splat very high against the wall, which will guarantee you a Left Right Left (↔↔↔), Spitfire combo (While in Flicker stance ↔↔↔) for a whopping 70% damage. Once the opponent has taken that much damage, they'll dare not duck again. This will give you more opportunities to do wall pushes and Foot Stomp Right Hook (↔↔↔) for a lot of damage. You can also do Sonic Fang (↔↔) to mix them up more, but it is much less safe than the other options. If you do get the Sonic Fang to hit, a Foot Stomp Right Hook (↔↔↔) is guaranteed. All these scenarios work only if the opponent has their back against the wall.



Good Match-Ups

Steve Fox vs. Hwoarang

Steve does not have a hard time dominating Hwoarang. His jabs are much faster, and the Left Right Left string can really be abused here. Hwoarang doesn't have too many moves that can crush your Left Right Left, except for a few lows that barely do much damage. Just make sure to watch out for Hwoarang's Left Plasma Blade (↔↔), which can take up to 45% of your life. Basically, don't duck too much against Hwoarang. Left Right Left alone should keep a lot of pressure on him. Mix that in with throws, Sonic Fang (↔↔), Uppercut Cross Combo (↔↔↔), etc. Also use Quick Hook (↔↔) against Hwoarang once in awhile, so that the opponent will be scared to keep pressure on you. A Quick Hook Counter Hit works really well against players who are overly aggressive. Of course, Left Right Left (↔↔↔) is always a remedy for players who like to keep their game too aggressive. Overall, this match shouldn't be much of a problem at all for Steve.

Steve Fox vs. JACK-5

This is a great match for Steve, but only if you know how to fight against JACK-5. JACK-5's main low attack is ↔↔. Other lows are pretty easy to spot. JACK-5's ↔↔ can be sidestepped to your left. But what's even better is that your Left Right Left (↔↔↔) can counter hit his ↔↔, which leaves him to do attacks that can crush highs because his jabs are much slower than yours. Just watch out for his crush moves, like his Atomic Shoulder Tackle (↔↔) and Rushing Uppercut L (↔↔↔↔). These moves can easily be avoided once your opponent realizes you use Left Right Left (↔↔↔) a lot. Because JACK-5's slow, he's left with the crush moves to deal with you. Bait your opponent into doing these moves, because you can punish them fairly well once blocked. Also, JACK-5's Right Uppercut (↔↔), his only quick launcher) can be punished with Steve's Right Uppercut (↔↔) or a Sonic Fang (↔↔).

Steve Fox vs. Craig Marduk

Marduk is an easy match-up for Steve. The only effective tool against Steve's best pressure move (Left Right Left (↔↔↔)) is probably his Knee Slicer (↔↔). Other than that, Marduk only has his Annihilator Hammer (↔↔) to punish your onslaught. If you block his Knee Slicer, you can punish back with a Wildman (WR↔↔). If you block Annihilator Hammer, which is fairly slow, you can get a free Beat Down (↔↔↔↔). Also, you can punish Marduk's Air Lift Uppercut (↔↔), probably his quickest launcher, with a Sonic Fang (↔↔) when blocked. Marduk only has one fast low, which is his Knee Slicer. It is a very good move for Marduk, and a lot of Marduk players tend to abuse it. The move cannot be low parried, but when Steve blocks it, he can punish with a Wildman, which does much more damage than Marduk does if Knee Slicer hits. A lot of Marduk's moves can also be sidestepped to your right. Also, in a wall stage, if you feel that your opponent likes to abuse the Knee Slicer a lot, mix your move in with a Sky High (↔↔) to crush his low and launch him at the same time.

Bad Match-Ups

Steve Fox vs. Bryan Fury

An advanced Bryan player will be very hard for Steve to deal with. Watch out for Bryan's Right Body Blow (↔↔). It crushes Steve's Left Right Left (↔↔↔) and can deal great damage. A Left Right Left-happy Steve will not do well at all in this match-up. Instead, focus on using Uppercut Cross Combo (↔↔↔), which can't be punch parried. If you expect a parry, remember that you can hold ↔ as soon as you're parried, and Steve will perform his swayback. This only works on the left punch, but it'll save you a lot of trouble if you remember to hold back every time you do Left Right Left. Steve can definitely outjab Bryan, because his quick counter hits don't do as much damage as Julia's. Play aggressively and bait Bryan into throwing out his high crush moves, which tend to be slow and very punishable.

Steve Fox vs. Julia Chang

Julia is another opponent that Steve cannot play so aggressively against. Luckily, she can be sidestepped to your left. Remember that she also has one of the fastest jabs in the game, and she can counter hit you for more than 50% of your life. Flicker Stance punches are not recommended, because a good Julia player can counter hit you out of it very easily. She also has great high crushes, which make it harder for Steve players to just dominate this character. Keep a good spacing game against her, and sidestep to your left a lot. In fact, sidewalk to your left also, because this will make her whiff the elbow a lot. Julia players love to use the elbow to close in on their opponents. Once they whiff the elbow, quickly do a Sonic Fang (↔↔) or a Right Uppercut (↔↔) launcher to punish them. Remember, you have to punish them quickly, because the elbow has quick recovery. Also, don't duck too much against Julia, because most of her strengths are in her mid attacks. As long as you move a lot, this fight won't be so bad.

Steve Fox vs. Nina Williams

Nina is one of the hardest fights for Steve in this game. It's probably the only fight where he has to play very defensively. Nina can Counter Hit a lot of Steve's lows with her high crush moves, which can lead to a lot of damage. Steve has to watch for Nina's high crush moves, such as Left Spin Low Kick to Right Upper (↔↔↔), which launches on counter hit but can be punished severely when blocked. Bait your opponents into doing such moves, and punish them with a launcher of your own, such as Right Uppercut (↔↔), or use the quick punisher, Sonic Fang (↔↔). Her grabs do a lot of damage and leave you in a position for her Okizeme, so crouch often. Her mid attacks are quite slow, except for her Uppercut to Jab (↔↔↔), which isn't too damaging. Also watch out for her sweep, which Nina players tend to use a lot against Steve. Remember that once you block this sweep, you can launch her with a quick Ducking Shift into a Skyscraper (while Ducking ↔) for a lot of damage.

Combos

Combo 1



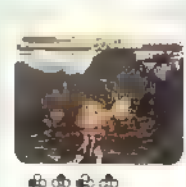
Combo 2



Combo 3



Combo 4

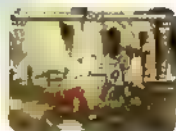
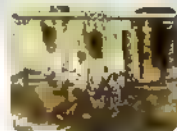


Combo 5



Parry Follow-Ups

Low Punch Parry



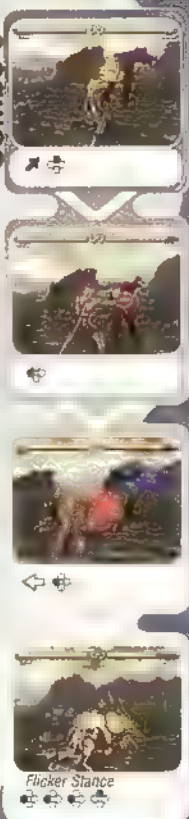
↘ ↗ ↘ ↗

Low Kick Parry



↘ ↗ ↘ ↗, → ↘ ↗ ↘ ↗, Flicker Stance
↘ ↗

Combo 6



Combo 7



Combo 8



Combo 9



Combo 10



Long ago, Wang had a close friend from a distant land... Jinpachi Mishima. Just as the world was about to be engulfed in the flames of war, his friend came to him and said,

"In order to bring about peace, the Mishima clan must be destroyed."

Jinpachi disappeared, leaving these words behind. Some time after, Wang learned of the death of his friend as the world was embroiled in war.

Thirty years later, Wang was living in isolation when an invitation to The King of Iron Fist Tournament 5 was delivered. Along with it was a message: "I need your help, old friend. Seek me out, Wang Jinrei."

Believing his friend to be dead, Wang Jinrei was quite surprised by the message and decided to enter the tournament to look for Jinpachi.

Wang Jinrei

Fighting Style: Xing Yi
Country of Origin: China



Player 1 Costume



Player 2 Costume

Items

Head



Head - Topknot
200,000 G
Both Outfits - No



Head - Ornate Hat
300,000 G
Both Outfits - No



Head - Bald Head
80,000 G
Both Outfits - Yes



Head - Chinese Hat
150,000 G
Both Outfits - No



Head - Monk Hat
200,000 G
Both Outfits - No

Face



Face - Theater Mask
150,000 G
Both Outfits - No



Face - Glasses
60,000 G
Both Outfits - No



Face - Sunglasses
40,000 G
Both Outfits - Yes



Face - Green Sunglasses
120,000 G
Both Outfits - No



Face - No Glasses
60,000 G
Both Outfits - No

Upper Body



Upper Body - Chinese Fan
500,000 G
Both Outfits - No



Upper Body - Cane
120,000 G
Both Outfits - No



Upper Body - Traveling Salesman
50,000 G
Both Outfits - Yes



Upper Body - Prayer Beads
30,000 G
Both Outfits - No



Upper Body - Monkey
500,000 G
Both Outfits - No

Lower Body



Lower Body - Chinese Sword
60,000 G
Both Outfits - No



Lower Body - Gourd
30,000 G
Both Outfits - No



Lower Body - Hoe
30,000 G
Both Outfits - Yes



Lower Body - Pipe
60,000 G
Both Outfits - No



Lower Body - Paper Umbrella
300,000 G
Both Outfits - No



Player 1 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 Gold G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Purple 8,000 G	
Color - Lime Green 8,000 G	
Color - Brown 8,000 G	

Player 2 Colors

Color - Black/White 18,000 G	
Color - Red 8,000 G	
Color - Blue 8,000 G	
Color - Yellow 8,000 G	
Color - Green 8,000 G	
Color - Dark Yellow 8,000 G	
Color - Purple 8,000 G	
Color - Light Blue 8,000 G	

Move List

Move	Commands	Properties	Damage	Notes
G-Clef Cannon		H, M, M	10, 5, 21	Launcher
Jab to Right High Kick		H, H	5, 14	
Spin Behind	(must hit)	H	12	
Right Straight to Left High Kick		H, M	8, 16	
Triple Spin Razor		H, L, M	20, 12, 21	Launcher
Triple Spin Kicks		H, L, H	20, 12, 23	Knockdown
Triple Spin Low		H, L, L	20, 12, 10	Knockdown on Counter Hit
Mountain Splitter		M	27	Knockdown on Counter Hit
Power Punch		M	18	Knockdown on Counter Hit
Rising Heaven Kick		M	20	Launcher
Energy Blast		M	22	Knockdown
Heavy Uppercut		U	50	Launcher
Pearly Gates		M, M	12, 21	Launcher
Slow Power Punch		M	10	
Slow Power Punch Combo		M, M	15, 21	Launcher
Snap Kick		M	17	
Medium Power Punch		M	28	Knockdown
Furious Tiger		M, M	14, 22	Stuns
Giant Slayer		L, H	14, 21	Knockdown
Sweep to Razor's Edge		L, M	10, 21	Launcher
Sweep to High Kick		L, H	10, ■	Knockdown
Sweep to Low Kick		L, L	10, 10	
Rising Tide		M	22	Launcher
Crumbling Tower		L	30	Stuns
False Lift		M	21	Launcher
Spinning Low Kick		L	16	
Tiger Mountain		L, M	12, 21	Launcher
Cobra Fang		M	28	Crumple Stun
Jagged Edge		M, H	11, 10	
Evading Kick		M	20	Crumple on Counter Hit
Pinwheel Punch		M	35	Knockdown
Dancing Monkey Kick		M	■	Launcher
Foot Stomp		M	35	Knockdown
Crouching Cobra		M	22	Crumple on Counter Hit

Top Ten List

Energy Blast



Wang thrusts both palms forward for a far-reaching, powerful, and very safe strike. This is Wang's most versatile move. It's a good move to end combos with, and to knock the opponent closer to a wall. It's a good move to use after a throw, because if the opponent moves, it will hit for big damage. It's also a great move to throw out to keep your opponent away. An all-around great move.

Waning Moon



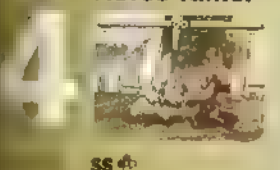
Wang grabs the opponent, spins behind them, and elbows them halfway across the screen, leaving them standing with their back turned to him. This throw leads to massive guaranteed damage. You can dash up after the throw and hit them with G-Clef Cannon (↖↗↘) or False Lift (↖↗) before they can do anything, and juggle them for more than 50% damage.

Slow Power Punch Combo



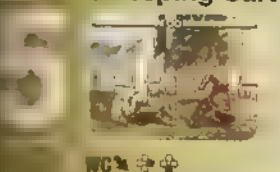
Wang does a gut punch and an uppercut that sends your opponent flying. This is Wang's best option after a low parry, and it's a great punisher that also leads to great damage. Its hits are guaranteed when you block an opponent's mid-get-up kick, and after a lot of characters' stronger moves.

Horse Tamer



Wang sidesteps and does a shoulder ram that, on counter hit, stuns the opponent, and on block causes a guard stun. On block, you can do a Heavy Power Punch (↘↗↘↗), and if your opponent does anything but block, it will hit them. It's good to mix up throws afterward also. If they move, they eat a Heavy Power Punch. If they stand there fearing a Heavy Power Punch, they get thrown. Rising Heaven Kick (↘↗) is also a superb follow-up.

Sweeping Cartwheel



Wang does a sweeping low kick, followed by another kick that hits mid. This move is Wang's best low option while crouching, and it does great damage for a low move. Be careful when it gets blocked, because you can get punished. Both hits will also hit if your opponent is quick rolling. Not safe, but a very good move nonetheless.

G-Clef Cannon



Wang does three punches, ending in an uppercut that leads to very damaging combos. This move's only drawback is that some characters can punish it badly when they block it. You want to trick your opponent into doing a move that you know you can use G-Clef Cannon to counter hit them out of. A blocked Giant Slayer (↘↗↘) and Dragon Thrust (↘↗) do this well. If they block those moves and try to retaliate, a G-Clef Cannon will hit them and launch for great damage.

Neutralizer



This is Wang's new parry move. He does a slight hop back and waves his hand in a way that says, "Get that outta here!" He has four different follow-ups to the parry. ↖ does a low arm sweep that knocks the opponent to the floor, which is best followed up with a ↘↗. If they move after that, Energy Blast (↘↗). If they fall for all three hits, they lose more than half of their life. ↘ does a thrusting punch that knocks them down. ↗ does a jumping kick that launches into your juggle combo of choice. ↘ does a Sweep Kick that knocks your opponent down. For multiple moves, Wang can do a Neutralizer (↖↗), and hit ↖ again for every following hit, parrying multiple hits once.

Rising Heaven Kick



Wang does a kick that launches and causes guard stun. This move is safe when blocked, and when it hits, you can do ↘↗↘↗, ↘↗↘↗ for a lot of damage. This move is best used after a blocked Horse Tamer (SS) and to stop opponents from rushing in.

Giant Slayer



Wang does a low kick followed by a roundhouse kick. This is best used when your opponent is doing a lot of high moves, because it will go under and hit them on counter hit. Another great use for this move is to set up a G-Clef Cannon (↖↗↘). If your opponent blocks Giant Slayer and tries to retaliate, the G-Clef Cannon will hit them and launch them. Mix up the G-Clef Cannon with throws, and you have a good mix-up to frustrate your opponent. Use this sparingly, though, because the ↘ in Giant Slayer can be ducked and punished by rising moves. Try just throwing out the ↘ when they begin to punish it.

Heavy Power Punch



Wang does a very strong lunging punch. This move is best used when you hit your opponent into a wall, because it causes a lot of damage. It's also very useful for punishing blocked moves. Some characters can punish this move badly, and others cannot, so you'll need to learn who you can abuse this against and who will make you pay for it. It's a high-risk/high-reward move.

Combos

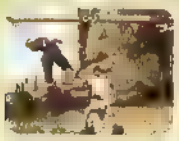
Combo 1



→ ⊕



← ⊕ ⊕



← ⊕ ⊕

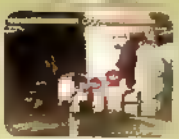


↘ ⊕ ⊕

Combo 2



↘ ⊕



⊕ ⊕



← ⊕ ⊕



→ ⊕

Combo 3



↘ ⊕



⊕



← ⊕ ⊕



↓ ⊕ ⊕

Combo 4



↓ ⊕



↘ ⊕



↓ ⊕



WC ↘ ⊕ ⊕

Combo 5



CH ⊕ ⊕ ⊕



⊕



→ ⊕ ⊕



↘ ⊕ ⊕

Combo 8



↘ ⊕ ⊕



⊕ ⊕ ⊕



⊕



← ⊕ ⊕



↓ ⊕ ⊕

Combo 9



↓ ⊕



↘ ⊕



← ⊕ ⊕



← ⊕ ⊕



→ ⊕

Combo 10



↘ ↘ ⊕



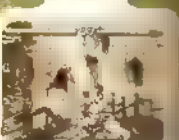
⊕ ⊕ ⊕



← ⊕ ⊕



← ⊕ ⊕



Wall ↓ ↘ ↘ ⊕

Combo 6



CH ← ⊕



↘ ⊕ ⊕



↓ ⊕

Combo 7



CH ⊕ ⊕ ⊕



⊕ ⊕



↓ ↘ → ⊕

Bad Match-Ups

Wang Jinrei vs. Nina Williams

Nina can do what Wang does, only better. Her throwing game is just as nasty as Wang's, and her juggles are even better. She can shut Wang down with her aggressive offense, because it's much safer than that of most other characters. Wang has to be extremely careful when facing Nina. You cannot expect to go on the offensive and win this fight. You can win, but you'll really need to out-think your opponent to do it.

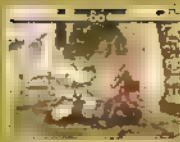
Wang Jinrei vs. Bryan Fury

Here is one more character who has fairly safe pokes to keep Wang on the defensive. Bryan has a very well-balanced offense, and a defense that is just as good. You want to avoid high-risk moves, because Bryan can punish them badly. Do not be predictable with your low moves either, because Bryan's Orbital Heel Kick will hit you out of them and start some very damaging juggles.

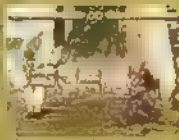
Wang Jinrei vs. Bruce Irvin

Unlike Bruce's past strategies in The King of Iron Fist Tournament, he won't hit you just a few times and win a round. Now he relies heavily on a quick and hard-to-predict offense. Wang can have a hard time punishing a Bruce player, which can give Bruce a green light to attack for most of the round without a lot of concern over retaliation.

Wang's strength is his ability to dish out a lot of damage in a lot of different ways. His Waning Moon throw is possibly the single best throw in the game. To be successful with Wang, you'll want to find as many ways as possible to set up this throw. One good way is by doing a Horse Tamer when the opponent blocks. If they move at all, a Heavy Power Punch will hit them, and when you train them to not move, you can do a crouch dash into the throw by doing . There are a lot of ways to set up the throw, but this way has a great mix-up with the Heavy Power Punch . Of course, the opponent can break the throw, so you can mix it up with his other throws also. Throw follow-ups are also among Wang's strong points. After his throws, he has a lot of options to continue doing damage, depending on his opponent's reaction. If Wang does a Headlock Toss or a Body Slam throw, and they try to quick roll away or roll to the side, an Energy Blast will hit for a good chunk of damage. If they lay still on the floor, a Medium Power Punch hits for a lot of damage also. Despite his strong throwing game, Wang's main strength is the damage he can do with his juggles. Wang can take half a life bar from just about any launching move. After a Waning Moon , run up and a G-Clef Cannon is guaranteed. Follow with your juggle of choice, and you will take about 60% of their life. Wang also has a wide variety of good low moves. This can be very annoying for Wang's opponents. Your opponent will have to be on top of his game.



Even with all of Wang's strengths, he does have some weaknesses. Aside from his Rising Heaven Kick , most of his juggle starters are not safe at all when blocked and don't have the best range. He doesn't have the greatest launchers, so you must be extremely creative when setting them up. Some good set-ups to get his G-Clef Cannon on counter hit are a blocked Dragon Thrust or a blocked Giant Slayer . If the opponent retaliates, G-Clef Cannon will get them every time. But once Wang's opponent gets wise to this, he's going to have a hard time launching them. Another area that Wang struggles in is his attack range. Besides his far-reaching Energy Blast , he doesn't have anything that reaches very far. You'll need to get very close in order for Wang to be effective. Be careful when doing so. Wang is a great character, but the weaknesses are there.



Wang has a decent wall game, and he can be played in the middle of an arena or near a wall with equally good results. If you can catch someone ducking near a wall, Heavy Power Punch will hit them for over half a life bar. If you get your opponent to a wall in a juggle, an Energy Blast will add some nice damage and put Wang at the advantage when his opponent gets up. Wang also has a good way to get out of a bad situation near a wall. When he's backed up to a wall, catch the opponent with a Waning Moon . Wang will spin around them and throw them into the wall, where you can do a Heavy Power Punch for more damage.



Good Match-Ups

This is a very good match-up for Wang. Hwoarang cannot safely use his Flamingo stance against Wang, which is a large part of Hwoarang's offense. If Hwoarang does go into this stance a lot, Wang will get a lot of counter hit G-Clef Cannons . Due to Hwoarang's offensive nature, Wang will usually get plenty of chances to launch Hwoarang. Just don't use the Heavy Power Punch . When it is blocked, Hwoarang gets a guaranteed Left Plasma Blade into a large juggle.

Lei will have a hard time vs. Wang if he lies down and switches stances often. Wang can do an Energy Blast often against Lei without any concern for retaliation. Lei also does not punish a lot of Wang's blocked moves very well, so you can win this match using a wide variety of moves that would get you hurt against some other characters.

JACK-5, much like Lei, has a hard time punishing Wang's moves, giving Wang a very good risk/reward ratio against him. Meaning, Wang can throw out moves that have a high reward with little risk. If JACK-5 gets close and does a lot of . JACK-5's best move to set up his offense. Wang can do a Dancing Monkey Kick to beat it out every time. If JACK-5 blocks the Dancing Monkey Kick, you aren't in much trouble.



Yoshimitsu, head of the Manji Party, plans to use the prize money from the tournament to help the starving people of the world.

At the end of the King of Iron Fist Tournament 4, Yoshimitsu broke into the Mishima Zaibatsu vaults and stole the money for his own. During this operation, Yoshimitsu noticed the fallen Bryan Fury and rescued him for Dr. Boskonovitch.

One month later, an S.O.S. went out from Dr. Boskonovitch's research facility. Yoshimitsu rushed to the facility and discovered everything in ruins and many members of the Manji Party slaughtered. Yoshimitsu found the defeated Dr. Boskonovitch in the deepest section of the research laboratory. Boskonovitch revealed that it was Bryan, with his newly implanted perpetual power generator, who was responsible for the carnage.

"He destroyed those who helped him... I'll never forgive him."

Yoshimitsu's fist shook with anger.

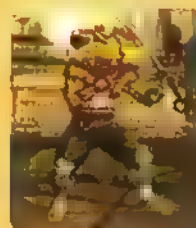
When Yoshimitsu heard that Bryan had entered the King of Iron Fist Tournament 5, he signed up to seek revenge on behalf of his dead Manji Party.



Yoshimitsu



Player 1 Costume



Player 2 Costume



Alternate Costume

Items

Head



Head - Propeller
500,000 G
Both Outfits - No



Head - Black Skull
150,000 G
Both Outfits - No



Head - Horns
40,000 G
Both Outfits - Yes



Head - Hair
300,000 G
Both Outfits - No



Head - Mushrooms
60,000 G
Both Outfits - No

Face



Face - Horned Headdress
120,000 G
Both Outfits - No



Face - Tentacles
60,000 G
Both Outfits - No



Face - Magical Seal
50,000 G
Both Outfits - Yes



Face - Hannya Mask
200,000 G
Both Outfits - No



Face - Bandit Hood
500,000 G
Both Outfits - No

Upper Body



Upper Body - Treasure Chest
200,000 G
Both Outfits - No



Upper Body - Jetpack
300,000 G
Both Outfits - No



Upper Body - Iron Claws
30,000 G
Both Outfits - Yes



Upper Body - Musket
60,000 G
Both Outfits - No



Upper Body - Stem
150,000 G
Both Outfits - No

Lower Body



Lower Body - Pouch
30,000 G
Both Outfits - No



Lower Body - Samurai Swords
60,000 G
Both Outfits - No



Lower Body - Hero
80,000 G
Both Outfits - Yes



Lower Body - Sacred Ornament
120,000 G
Both Outfits - No



Lower Body - Pintwhisker
30,000 G
Both Outfits - No



Player 1 Colors Player 2 Colors

Color - Black/White 18,000 G			Color - Black/White 18,000 G
Color - Red 8,000 G			Color - Red 8,000 G
Color - Blue 8,000 G			Color - Blue 8,000 G
Color - Yellow 8,000 G			Color - Yellow 8,000 G
Color - Green 8,000 G			Color - Green 8,000 G
Color - Purple 8,000 G			Color - Light Blue 8,000 G
Color - Plum 8,000 G			Color - Purple 8,000 G
Color - Silver 8,000 G			Color - Dark Yellow 8,000 G

Move List

Move	Commands	Properties	Damage	Notes
Right Left Combo	↺↻	H, H	12, 8	
Flash Punch	↺↻	H, H	12, 10	
Flash Attack	↺↻	H, H	12, 21	Knockdown
Flash Punch Low Kick	↺↻↓	H, L	12, 8	
Oni Kick Combo	↺↻	H, L	25, 16	Knockdown
Zig Zag	↺↻	H, M	25, 30	Knockdown
Ballerina Kick to Kangaroo Kick	↺↻↓	H, M	25, 30	Launcher
Kangaroo Kick	[↺↻]	M	■	Launcher
Triple Roundhouse Combo	↺↻↻	H, H, H	14, 12, 21	

Flea

Move	Commands	Properties	Damage	Notes
Flea	↺ (← to cancel)			
Running Flea	During Flea →↻ (or ←↻)			
Dumping Flea	During Flea ↑			
Flea Digger	During Flea ↓			
Flea Dance	During Flea ↺ (or ↻)			
Skull Splitter	During Flea ↺	H	16	Launcher on Counter Hit
Flea to Kangaroo Kick	During Flea ↺	■	30	Launcher
Flea to Manji Dragonfly	During Flea ↑↺			
Flea Indian Stance	During Flea ↓↺			
Flea Roll	During Flea →↺			
Flea to Sliding Headbutt	During Flea →↺	L	■	Knockdown

Death Copter

Move	Commands	Properties	Damage	Notes
Death Copter	↺↻	■	40	
Death Copter to Manji Dragonfly	↺↻↻			
Death Copter Slice	↺↻↓	U	25	
Death Copter Trick	↺↻↻	U	35	
Death Copter Trick to Manji Dragonfly	↺↻↻↻			

Indian Stance

Move	Commands	Properties	Damage	Notes
Indian Stance	↓↘			
Indian Stance Healing	Neutral while in Indian Stance			
Indian Stance Storm	During Indian Stance ↘	U	15	
Indian Stance Stone Fists	During Indian Stance ↘	M	10	
Indian Stance Kangaroo Kick	During Indian Stance ↘	M	30	Launcher
Indian Stance Cannon	During Indian Stance ↘↘	M, M	30, 21	Knockdown
Indian Stance Vacuum Dance	During Indian Stance Healing ⇐ (or ⇒)			
Indian Levitation	During Indian Stance Healing ↘hold			
Harakiri	↓↘	U		
Harakiri to Manji Blood Dance	↓↘↘↘↘↘...	U, U, U...	18, 14, 10...	Knockdown
Stone Fists	↘↘↘↘↘↘	M, M, M, M, M, M	10, 10, 8, 8, 6, 6	
Manji Spin Low Kicks	↘↘↘↘...	L, L, L...	12, 7, 7...	
Manji Spin Low Kicks Front Kick	During Manji Spin Low Kicks →↘	M	12	Knockdown

Meditation

Move	Commands	Properties	Damage	Notes
Meditation	↘			
Meditation Healing	During Meditation ↘	U	10	
Back Handspring	During Meditation ↘	SM	15	Launcher
Meditation Harakiri	During Meditation ↘	U		Knockdown
Soul Stealer	↘			
Manji Backfist 1	→↘	H	12	Turns enemy backwards
Backfist to Stone Fist	→↘↘↘...	H, M	12, 10, 8...	
Prison Gate	→↘	M	27	Knockdown
Kamikaze	→↘		30	Knockdown
Kamikaze Feint	→↘↘			
Door Knocker	↘↘↘↘↘	M, H, H, ■	15, 12, 12, 24	
Door Knocker to Back Knuckle	↘↘↘	M, H	15, 12	Turns enemy backwards
Door Knocker to Back Knuckle Slap	↘↘↘↘↘↘...	M, H, M...	15, 12, 10, 8...	
U Crazy				
Basic Uppercut	↘↘	M	13	Launcher
Wood Cutter	↘↘↘	M, U	20, 12	
Quick Slash	↓↘	U	10	
Death Slash	↓↘↘↘	U	15 - 107	Damage increases slowly while walking
Cyclone Lift	↓↘	U	12	

Bad Stomach

Move	Commands	Properties	Damage	Notes
Bad Stomach	↘↘			
Poison Breath	During Bad Stomach ↘(or ↘)	U	25	Knockdown
Bad Stomach to Backflip Kick	During Bad Stomach ↘(or ↘)			
Slap U Silly	←↘↘↘↘↘↘	H, H, H, H, H, H	10, 10, 10, 10, 10, 10	
Slap U Silly to Side Spin	←↘↘	H	10	Shifts to a Sidestep
Oni Thrust	←↘	M	22	Knockdown
Spinning Evade	↘↘↘↘↘↘↘			

Poison Wind

Move	Commands	Properties	Damage	Notes
Poison Wind	↖ ⊕	M	10	Launcher
Poison Wind Bronze Fist	During Poison Wind ↖ ⊕	M, H	10, 1	Knockdown
Poison Wind Bronze Fist Steel Fist	During Poison Wind Bronze Fist ⊕	M, H, M	10, 30, ■	Launcher
Poison Wind Silver Fist	During Poison Wind Bronze Fist ⊕			
Poison Wind Gold Fist	During Poison Wind Silver Fist ↖ ⊕	U	15	
Poison Wind to Manji Dragonfly	↖ ⊕ ⊕			
Poison Wind to Flea	↖ ⊕ ⊕			
Poison Wind to Kangaroo Kick	↖ ⊕ ⊕	M, M	10, 30	Launcher
Poison Wind to Indian Stance	↖ ⊕ ↓ ⊕			
Sword Smash	→ ⊕ ⊕	M	18	
Fubuki	→ ⊕ ⊕	M	15	Knockdown
Solar Kick	→ ⊕ ⊕	M	22	
Reverse Cartwheel	→ ⊕ ⊕	M	30	
Reverse Cartwheel Shark Attack	→ ⊕ ⊕ ⊕	M, M	30, 30	Knockdown
Solar Kick Shark Attack	→ ⊕ ⊕ ⊕ ⊕	M, M, M	30, 30, 30	Knockdown
Sword Stab	← ⊕ ⊕	U	90	Knockdown
Face Splitter	← ⊕ ⊕ ⊕	U	15	
Sword Poke Windmill	← ⊕ ⊕ ☆ ⊕	U	22	Knockdown
Thunder Blade	← ⊕ ⊕	U	50	Knockdown
Suicide	→ ⊕ ⊕	U	100	Knockdown
Confusion	→ ⊕ ⊕ ☆			
Double Suicide	→ ⊕ ⊕ → ⊕	U, U	100, 100	Knockdown
Moonsault Slayer	↓ ↘ ⊕ ⊕	U, U	15, ■	
Exorcism Fist	While rising ⊕	M	22	Knockdown
Knee Cap	While crouching ↘ ⊕	L	12	Knockdown
Samurai Cutter	While crouching ↘ ⊕	U	20	Knockdown
Inner Palm	During sidestep ⊕	M	21	Launcher on Counter Hit
Shrine	During sidestep ⊕	M	20	Launcher
Whirlwind	During sidestep ⊕	H	21	Crumple on Counter Hit
Manji Backfist 2	Back towards enemy ⊕	H	15	Turns enemy backwards
Perilous Spirit	Back towards enemy ⊕	M	22	Knockdown
Indian Stance healing	While down facing up ⊕			
Spirit Shield	⬅	U	21	

Manji Dragonfly

Move	Commands	Properties	Damage	Notes
Manji Dragonfly	↑ ⊕			
Dragonfly Blade	During Manji Dragonfly ⊕	U	15	
Dragonfly Fist	During Manji Dragonfly ⊕	H	15	Launcher
Dragonfly Sweep	During Manji Dragonfly ⊕	L	22	Knockdown
Dragonfly Twister	During Manji Dragonfly ⊕	M	25	Crumple on Counter Hit
Guillotine Crow Kick	↑ ⊕	M, M	10, 12	Knockdown
Avoiding the Puddle	↖ ⊕	M	25	Launcher
Rising Knee	↖ ⊕	M	15	Launcher

10 Hit Combos

Move	Commands	Properties	Damage	Notes
10 Hit Combo 1	☞☞☞☞☞☞☞☞	H, M, M, H, H, L, M, U, U, U	5, 8, 6, 9, 9, 5, 5, 8, 8, 30	Knockdown
10 Hit Combo 2	☞☞☞☞☞☞☞☞☞☞	H, M, M, H, M, M, M, M, U, U	5, 8, 6, 9, 3, 3, 3, 7, 8, 30	Knockdown
10 Hit Combo 3	☞☞☞☞☞☞☞☞☞	H, M, M, H, H, L, M, M	5, 8, 6, 9, 9, 5, 5, 25	
10 Hit Combo 4	☞☞☞☞☞☞☞☞☞☞	H, H, M, H, H, L, M, U, U, U	14, 12, 5, 6, 9, 5, 5, 8, 8, 30	Knockdown
10 Hit Combo 5	☞☞☞☞☞☞☞☞☞	H, H, M, H, H, L, M, M	14, 12, 5, 6, 9, 5, 5, 25	
10 Hit Combo 6	☞☞☞☞☞☞☞☞	H, H, M, H, U	14, 12, 5, 6, 22	Knockdown

Throws

Name	Command	Properties	Damage	Escape
Oni Killer	Approach enemy  (or )	H	35	
Sword Face Smash	Approach enemy  (or )	H	35	
Wheels of Hell	Approach from left side  (or )	H	40	
Neck Breaker	Approach from right side  (or )	H	40	
Tornado Drop	Approach from behind  (or )	H	50	
Soul Siphon	Approach enemy   	H	22	
Rainbow Drop	Approach enemy   	H	47	
Soul Possession	Approach enemy    	H	26	

Parry Follow-Ups

Low Punch Parry



Low Kick Parry



Top Ten List

1 Basic Uppercut



WC

The Basic Uppercut juggles opponents on normal and counter hit. It is an essential attack to use with Yoshimitsu, because it's one of his primary juggle starters. You can throw this move out a lot. It's safe on block, and it's one of his best ways to punish an opponent who misses an attack. Do not use this attack on a crouching opponent. It will hit them, but will not juggle them.

6 Samurai Cutter



WC

The Samurai Cutter is an unblockable low attack that catches lots of opponents. This is because it has to be done from a full crouch position, similar to the Knee Cap. Opponents will guard low, thinking you will do the Knee Cap, but instead you will slash them off their feet. It's also useful against opponents who use Quick Recovery.

2 Side Kick



WC

Yoshimitsu's Side Kick is a solid mid attack that has good range and decent speed. It's an excellent attack to stop opponents from ducking and to finish them off. Once it connects, it gives you advantage and allows you to continue attacking. This is a great attack to start the round with, because it has good range and priority.

7 Guillotine Crow Kick



WC

Taken from Kunimitsu in *Tekken Tag Tournament*, this move is a new addition to Yoshimitsu's arsenal. It evades low attacks, and certain mid attacks if timed correctly. Depending on how deeply you connect this move, it allows for a juggle opportunity. This move is great because it hits grounded opponents too. This is another move that can be done from a fully crouched position if necessary. If the Guillotine Crow Kick is blocked, it grants Yoshimitsu the advantage and allows him to attack.

3 Rising Knee



WC

The Rising Knee is one of Yoshimitsu's best moves because it has many uses. It goes under high attacks very well, it juggles crouching opponents (something the Step In Upper does not do), and it's guaranteed after a successful low punch and kick parry. It can also be used while you're fully crouched. The Samurai Knee allows Yoshimitsu to use his full crouch mix-ups effectively.

8 Kamikaze



WC

The Kamikaze is another new move in Yoshimitsu's arsenal. Similar to King's Black Shoulder, it has long range, does good damage, and comes out rather quickly. It can be used from far away to close the gap on opponents, or on wake-ups, when players quick roll away. On hit, Yoshimitsu and his opponent both get stunned. Yoshimitsu can fall down or go into Indian Stance. You can also cancel this move before it starts by pressing \leftarrow .

4 Inner Palm



SS

The Inner Palm is one of Yoshimitsu's best sidestep attacks. It goes under jabs and juggles on counter hit. It can be thrown out a lot and can be mixed up with other attacks. Use it when opponents decide to attack while you are sidestepping.

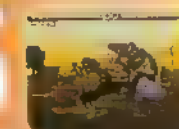
9 Perilous Spirit



Back Turned

The Perilous Spirit is a new move for Yoshimitsu in *Tekken 5*. This move is great, because it allows for a juggle opportunity when it connects. It also gives guard stun on block, allowing for additional mix-ups. It's best to use this move after a fake suicide ($\rightarrow \Rightarrow \oplus \star$) after Back Handspring.

5 Knee Cap



WC

The Knee Cap is done from a full crouch position and is one of Yoshimitsu's primary low attacks. Once the sweep connects, it grants you a combo opportunity. It's also good to use as a mix-up with the Knee Cap from full crouch or the Sword Sweep. The sweep also has range and hits grounded opponents.

10 Soul Stealer



WC

The Soul Stealer is a defensive technique that can change the momentum of a match. It's one of the fastest moves in the game and allows for a combo opportunity on hit. It's best to use this move between an opponent's custom string attacks or in the middle of a move string, if possible. It's also a great attack to use by a wall.

Combos

Combo 1



CH SS ⊕



⊕ ⊕



← ⊕ ⊕ ⊕ ⊕ ⊕

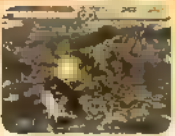


→ ⊕

Combo 2



WC ⊕



WR ⊕



→ ⊕

Combo 3

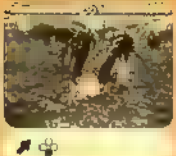


CH Manji Dragonfly ⊕



⊕ ⊕ ⊕

Combo 4



⊕ ⊕



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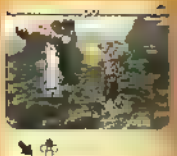


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→ ⊕

Combo 5



⊕ ⊕



⊕ ⊕

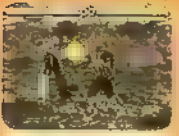


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⊕

Combo 6



⊕ ⊕



← ⊕



⊕



← ⊕ ⊕ ⊕



⊕ ⊕ ⊕

Combo 7



WC ⊕

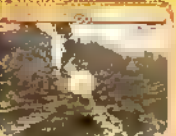


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Combo 8



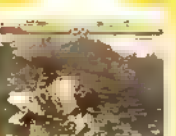
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Combo 9



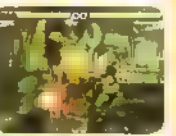
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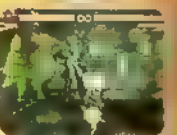


Wall ⊕ ⊕ ⊕ ⊕ ⊕

Combo 10



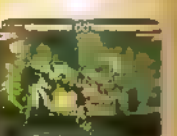
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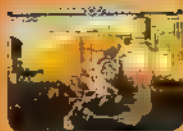


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Wall → ⊕

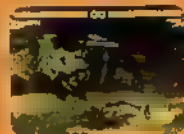
Out in the open, it's best to use Yoshimitsu's instant juggle starters, like the Step In Upper or the Samurai Knee, to punish whiffed attacks. The Inner Palm (SS) is another great attack to punish people who attack you while sidestepping. Yoshimitsu's strength lies in his ability to confuse his opponent. Because he is a set-up character, you have to think ahead of your opponent and decide what you want to use in each situation. The best use for Yoshimitsu's set-ups is during his wake-up games. Depending on how the opponent reacts, Yoshimitsu can knock them back down again accordingly. This is important with Yoshimitsu, because you want to keep your momentum going and keep them guessing how you're going to attack. If an opponent decides to stay on the ground after you've finished a combo, you can hit them with the Death Copter Slice (J), Dragonfly Sweep (During Manji Dragonfly, J), or Poison Wind to Manji Dragonfly (J). If an opponent quick rolls, the mix-ups get good. The Sword Poke Windmill (J) is a great option, because they will quick roll right into the sword. You can also opt for a fully crouched mix-up, using a variety of moves.



Kuma has to work rather hard to defeat Yoshimitsu. If you block Kuma's Double Claw (J), Yoshimitsu gets a free Step In Upper for a juggle opportunity. Kuma players also like to trick their opponents into getting hit by a counter hit G-Clef Cannon (J), by throwing out odd attacks that appear to leave Kuma at a disadvantage when he really isn't. Try not to get tricked into this, and Sidewalk this string or use any of Yoshimitsu's crush moves to beat this string. Kuma's attacks from his Hunting Stance can be deceptive, but there are a few moves that can defeat this stance. Yoshimitsu's Avoiding the Puddle (J) is a great attack that stops this stance. You can also use the Flea and its variations to stop Kuma from using this stance, as well as the Rising Knee (J), Prison Gate (J) and Kamikaze (J). Also, be wary of his Bear Lariat (J). It sets up his Killing Uppercut (WR) attack very well. Overall, this should be a relatively easy match for Yoshimitsu.

Bad Match-Ups

Yoshimitsu's weakness is that he needs time to set up his attacks and his opponents. You will have to be quick to gain the advantage and put your opponent into set-ups as soon as possible. He also lacks a solid low attack from standing position, which lots of other characters have. To minimize this, you will have to be good at implementing your fully crouched attacks.



Yoshimitsu thrives by the walls. Your focus should be to get opponents to the wall, where you can inflict the most damage. The best way to do so is to add jabs to your combos. For example, doing combos such as J, J, J, J, J, J, J, J, J, J will push your opponent closer to a wall. Then use the Stone Fists (J), which do great damage on the wall, especially after a wall combo. They can also be used after a wall stun to inflict a lot of damage. Yoshimitsu's unblockable attacks are great by the wall as well. Attacks like the standing Spinning Sword and the Sword Slice work great because they put the opponent back on the ground. You can also try surprising opponents with his Sword Poke Windmill (J). The Running Flea (J) and the Manji Spin Low Kicks (J) are also great when the opponent is on the ground and the wall is directly behind them.



Steve can be a difficult match-up for Yoshimitsu because of how safe he is after you block his attacks. Going toe to toe against Steve is a bad idea, because he can inflict a good amount of damage in a short amount of time. The British Edge Combo (J) is a staple string that all Steve players use. Although every punch is high, it comes out fast and can be used repeatedly. You must crush this attack as often as possible with moves like the Bad Stomach (J) or the Inner Palm (SS). You also want to throw Steve as much as you can, because it's hard to punish his attacks on block. Watch out for his Knee Blaster (J). It comes out quickly and sets up his While Standing game well. The Quick Spins (J) can also pose a problem, especially when he's getting up from the ground. If you can see the mix-up, block accordingly. Otherwise, stay on the ground and take the damage of the low spin. Steve's Flicker Stance can also pose a problem, because the attacks from this stance come out very fast.

Steve's Spit Fire Combo (Flicker Stance, J) and Tempest Combo (Flicker Stance, J) can cause some problems for Yoshimitsu. Use your crush moves, space yourself out of range of this move. In general, you need to play a bit more defensively in this match, using your crush moves to inflict damage when you can.

Good Match-Ups

Lee players like to use his Double Left Right Mid Kick (J) string as their main poking tool, so be sure to use a high crushing attack like the Poison Breath (J), the Rising Knee (J), or the Inner Palm (SS). Other than Lee's Hitman Ship Slicer, he does not have a highly damaging low attack that hits grounded opponents, so it's safe to stay grounded against him. He does have a lot of quick low attacks that you will have to low parry to turn the match in your favor. Lee is a very linear character, so it's easy to sidewalk his attacks. If the opportunity presents itself, go for the free Basic Uppercut (J) on his side and juggle him. Like Yoshimitsu, Lee is strong by the walls, so don't get juggled to the wall. If you're close to the wall, don't forget about using your Soul Stealer (J), because it stops aggressive opponents. Most of Lee's attacks are either high or low, with some mid attacks. The two mid attacks to watch out for are his Silver Arrow (J) and his Silver Heal (J). Both attacks juggle on crouching opponents, so be smart about ducking. He may be setting you up for one of these attacks.

Paul can pose a threat to Yoshimitsu because of his quick jabs and strong power attacks. His Phoenix Smasher (J) is a popular move and is best up close. Try to sidestep it to your right if possible. Again, focus on using your crush moves to evade his jab strings. Up close, Paul can be very deadly with his Phoenix Smasher (J) or Demolition Man (J) mix-up, so you'll want to keep him out of your face with your Side Kick (J). Make sure his Shoulder Smash (J) doesn't hit you, because it's a quick shoulder attack that usually thrown out after certain attacks are blocked. The key to defeating Paul is to punish him after his big attacks whiff, like his Phoenix Smasher (J) or Shoulder Smash (J). You will also need to be keen in low parrying the Demolition Man (J), because it's a very powerful low attack.

One of Law's strengths is his combo ability. His combos take away a lot of health, so it's imperative that you avoid getting juggled by him. Try to keep the game to just poking. Be wary of his standing right kick, which comes out quickly and juggles opponents on counter hit for decent damage. Other attacks that Law will try to trick you into getting counter hit are his Dragon Storm (J) and Body Blow to Somersault (J). The key to avoiding these is to be cautious of what you're doing, and don't to throw out random attacks. Look out for Law's Knee Lift Throw (J), because it yields him a free juggle opportunity. Law players like to use the Left Right to Knee (J) to initiate their poking.

Use the Rising Knee (J) or your sidestep attacks to stop this string. One common mix-up that Law players like to use is the crouch dash into the Slide Kick (WC) or the Dragon Uppercut (WR). Blocking the Slide Kick can be difficult because it comes out rather quickly, but if you anticipate it, you can do Yoshimitsu's Flea Stance and Law will slide right into Yoshimitsu's sword. If you block the Dragon Uppercut, Yoshimitsu gets a free Basic Uppercut (J), allowing you a free juggle. Yoshimitsu versus Law is a fast-paced match, but if you play it cautiously, Yoshimitsu can come out victorious.

Nina also poses a threat to Yoshimitsu because of her quick poking strings and constant wake-up games. Her Uppercut to Jab (J) are one of her primary string starters that give her an advantage. You want to sidewalk this string if you block it. Nina's Ivory Cutter (J) is another popular attack among Nina players. Again, you want to sidewalk this attack if possible. Try not to use the Rising Knee (J) in this match-up, because she gets a free Siren's Kiss (J) if she blocks it. Getting up from the ground safely will be the real test in this match-up. Most of Nina's combos end with the Blaze Stinger (J), a move that slams you to the ground and forces you to guess the next attack. If you decide to quick roll away, her Right Low Kick to Back Spin Chop (J) will pick you up off the ground, juggle you again, and land you in the same situation as before. If you stay on the ground, her new Leaping Axe Kick (J), Shut Up (J), or Wipe the Floor (J) will catch you. You will need to study your opponent and decide how get up safely, whether it's quick rolling away or standing up and blocking the corresponding attack correctly. Or you may decide it's safest to stay on the ground.

Mokujin was a dummy made from white oak, used to train martial artists.

He started to move on his own two years ago, but ceased moving after Ogre was defeated by Jin Kazama. When returned to the museum, Mokujin's face seemed to be smiling.

Once again, Mokujin has started to move upon the emergence of a powerful entity...

Will Mokujin ever be free?

Mokujin

Fighting Style / Mokujin Ken

Country of Origin / Unknown



Player 1 Costume



Player 2 Costume

Items

Unfortunately, Mokujin does not have access to customize items.

Mokujin's Curse

Mokujin is a living training dummy that mimics the fighting styles of other fighters. Mokujin doesn't have his own moves; instead, he randomly takes on the style of another character in *Tekken 5* after each round of play.

Although there is no way to control the character move set you inherit, Mokujin's fighting stance will look exactly like the original character's stance. Knowing this, it's possible to memorize each character's stance, so that you can establish which character's move set you have. In some extreme cases, Mokujin's physical appearance may even change. (If you get Roger Jr.'s fighting style, Mokujin will spawn a tail!) However, sometimes one character's stance looks similar to another. In those cases, you may have to whiff a couple of standing jabs to figure out which character you are mimicking. For example, Nina and Anna have the exact same fighting stance. To figure out which one you're mimicking, input the command $\Delta \oplus \oplus \oplus$. If a third punch doesn't come out, you're Anna, because only Nina has the third hit to that string. That same string is also safe when blocked, so this simple test isn't too risky.

Despite being able to mimic a character's exact fighting style, Mokujin cannot inherit their limb length. In many cases, some juggle combos that would normally work with the original character won't work with Mokujin because of his shorter arm length. For example, JACK-5 has a damaging combo off his $\Delta \oplus$ Uppercut attack. Simply juggle with three standing right punches (\oplus) while holding \rightarrow , and then juggle with a final Crosscut Blast ($\rightarrow \oplus \oplus$). However, attempting this same combo with Mokujin is futile. His short arms won't reach his opponent after the setup.

Despite the flaws and risk involved, playing as Mokujin is a fun way to test your skills and knowledge of the characters in *Tekken 5*. With some practice and a little luck, you can use the various play styles to confuse your opponent and take away his ability to defend against your attacks!



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Tekken: Devil Within

Tekken: Devil Within is a five-stage action game based around the character Jin Kazama. As you progress through each stage, you encounter various platform and puzzle elements built to keep you from completing your mission. Aside from learning more about Jin's past, finishing *Tekken: Devil Within* opens up Devil Jin as a playable character, and it's an alternate way to earn specific customize items. You also earn G (money) for playing through *Tekken: Devil Within*, allowing you to score even more costume pieces with greater ease.

Controls

	Punch
	Kick
	Jump
	Guard
	2D Mini Map
	Menu/Pause
	Lock On
	Attack Options
Left Analog	General Movement
Right Analog	Camera Movement

Jin's Maneuvers



Throw: +

Jumping Uppercut: +

Jumping Kick: +

Flurry Combo: +

Kick Combo: +

Double Jump: -->

Foot Stomp: --> -->

Devil Transformation: Hold and then press Guard when your Devil Gauge is full.

Jin's Attack Strings

-->

--> -->

--> --> +

--> --> --> +

--> --> --> -->

--> --> -->

+ -->

Devil Jin



Below your life bar is a red gauge, which slowly fills up as you attack enemies. When this gauge reaches 100%, you can change Jin into Devil Jin by pressing + . This change offers many advantages, such as a slight damage increase and access to special

attacks that Jin doesn't have normally. After activation, Jin's Gauge slowly empties. When it reaches 0%, Jin reverts back to his human form. If you want to change back to your human form before your Devil Gauge completely empties, press + a second time.

There is an additional loss of life points after you revert back to your human form. The sacrifice increases with the amount of time spent as your devilish opposite, so use the form with caution.

Special Attacks



Laser Shot: +



Laser Spin: +

Jin's devil form gives you access to two new special attacks that have various offensive and defensive uses. Specifically, the Laser Shot is useful for attacking safely from afar while the Laser Spin is great against surrounding enemies. Be aware that these attacks consume a small portion of your Devil Gauge, so it is best to use them sparingly.

Offensive Strategies and Tactics



Jin has a variety of attack strings at his disposal, but many of the ending hits to those strings aren't safe from a counter attack when blocked. Learn to stop your attack string early if an enemy manages to block the first two or three hits of your combo. Additionally, if your opponent blocks an attack string that starts with Punch (x2), you can attack with Jin's --> --> + string to throw an enemy out of the guard position. This same string can be used to deal with multiple enemies and enemies behind you, since the flying bodies of thrown enemies can damage other foes. Also, keep Jin's normal throw in mind. It spins his enemy's body around him, hitting and dispersing surrounding adversaries. Jin's --> --> string is a great opening for juggle combos. You can follow the kick of the string with Kick (x3), which can then be followed by another juggle combo for high damage.

Landing big combos will raise your rank and score, so remember that the combo counter is set on a timer. If you attack a second enemy soon after landing a combo on the first, the combo counter will continue to rise in number of hits. You can use this to score long-lasting multi-hit combos against large groups of enemies. Furthermore, purposely doing combos with your weakest attacks keeps your opponent from perishing sooner than needed, and this allows you to score more combo hits.

A good way to implement this technique is to use Jin's --> chain, and simply stop and continue that same chain repeatedly. This allows you to score a massive number of hits against enemies who would normally die much earlier when hit with a stronger set of moves.

Jin's devil form should be used sparingly. In most cases, the change is rarely worth the loss of life points. However, do take note of the invulnerability window in the change animation, because it can be used defensively to avoid enemy attacks when Jin is surrounded. You can use this change as often as you want, as long as you have a full Devil Gauge, and you can immediately switch back to your human form to avoid an impending life loss.

Items

Force

Force is the blue ball of energy dropped by enemies and various other objects throughout each stage. Below your Devil Gauge is a tally of the total amount of Force collected. After completing each stage, Force is added to your total score to increase your overall grade and the amount of G (money) you receive.



Red Force

Red Force is a rare, red ball of energy dropped by some defeated enemies and broken objects. This item refills lost life by a small amount.



Red Emblem

Eight red duplicates of Jin's tattoo are hidden in various spots throughout each stage. These symbols appear in each stage only after you've completed *Tekken: Devil Within* at least one time. Each emblem you obtain grants you a specific customize item without having to spend G (money) to retrieve it.



Boss Strategies

Stage 1

Your first boss fight is against a relatively easy JACK model. Simply walk in circles around JACK's shots, and keep moving closer to him. Once you get close, move past his attacks in alternating directions, and punish his attacks with Jin's $\square + \bigcirc \rightarrow \times$ chain. Simply keep repeating the same pattern until he's defeated.

Stage 2

The boss at the end of the second stage is a Heihachi clone. Simply guard against his attacks, and punish their recovery with Jin's $\square + \square$ attack or a combo. After the first Heihachi's defeat, three new Heihachi clones enter the stage. Despite being outnumbered, your game plan shouldn't change. Keep blocking the attacks of each Heihachi, and punish their recovery with a combo.

Stage 3

Despite his apparent defeat at the end of the third Tekken Tournament, Ogre makes another appearance at the end of stage 3. Strangely enough, Ogre isn't much harder to beat than the boss of stage 1. Move toward Ogre while circling around him. If you see Ogre leap into the air, simply move around his breath attack and punish its recovery with $\square + \bigcirc$. If you manage to hit him against a wall, you can follow up the uppercut with another $\square + \bigcirc$. If Ogre attempts to use one of his three physical attacks against you while you are in close, simply block the attack and punish it with a quick punch combo or $\square + \bigcirc$. Defend against and avoid the winged monster's attacks to keep scoring easy hits against him.

Stage 4

Your next foe is a strange carousel boss at the end of the fourth stage. The four pedestals circling around the platform you're on only drop their shields after you defeat a group of enemies that surrounds you. After their defeat, the spark circling around the arena will attack you. Jump straight up over the spark as it flies toward you, and keep a close eye

on it. The spark eventually flies toward one of the pedestals circling the arena, and then lowers its shields. At that moment, carefully jump across the mini-platforms and destroy the defenseless pedestal with two jump kicks. Quickly jump to the circular platform after destroying it, to avoid falling after it disappears. Repeat the same process to defeat the remaining pedestals. Watch for Red Force items if you need a life increase. They are located on the nearby mini-platforms.

Stage 5

The final battle against Ogre. Your first battle will be similar to the fight you had with Ogre at the end of stage 3, so you can re-use the same strategy. After you defeat his first form, Ogre morphs into a much larger version that has a number of new attacks. Your attack pattern against this Ogre should be similar. Walk toward him and circle around his long-range attacks to land your $\square + \bigcirc$ attack. If you see Ogre start to wind up a ground attack from farther away, quickly jump to avoid his spinning lariat attack.

If Ogre takes flight, simply keep blocking until he dives downward with a stomp. You can punish this attack with a quick combo. If Ogre tries a ground attack, simply block the attack and punish it accordingly. Watch out for a backward dash, because this leads to a fire breath attack that you must jump over. If you have the beast cornered, watch for opportunities to land $\square + \bigcirc$. You can combo another $\square + \bigcirc$ directly after he hits the wall, for massive damage.

Ranking System

After completing each stage, you will be scored in several different areas. After your score in each area is added up, you will be given a letter grade for your total score. Your grade determines how much G (money) you receive at the end of the stage.

Clear Time

The length of time it takes you to complete the stage. The longer it takes you to get through the stage, the lower your grade will be.

Force Pts.

The total amount of Force you obtained during the stage. The higher the amount, the better your grade will be.

Combo Max

A count of the largest combo you achieved during your playthrough. The larger the combo, the better the grade.

K.O. Rate

The percentage of enemies you killed on your venture. There is a limited number of enemies on each stage, so it is possible to kill 100% of the foes available on one stage.

Total Damage

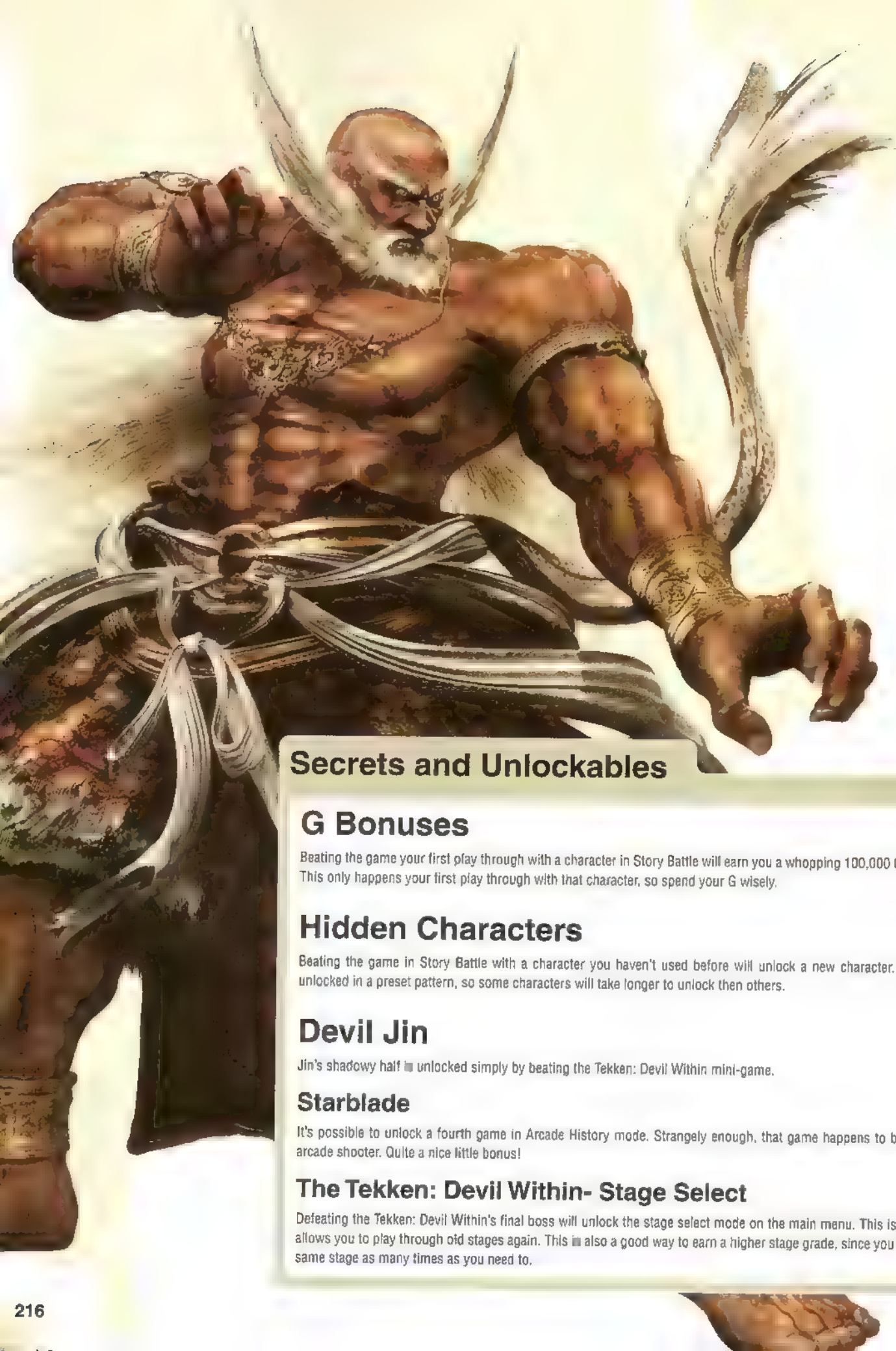
The total amount of damage you took from enemies. The more damage you take, the lower your score.

Boss Battle

The Boss Battle category judges how well you performed against the boss at the end of the stage. Generally, if you manage to get through a match while taking very little damage, your grade will be high.

Retry

A tally of the number of times you have retried a stage after losing all of your life points. Completing a stage without retrying will earn you an S grade.



Secrets and Unlockables

G Bonuses

Beating the game your first play through with a character in Story Battle will earn you a whopping 100,000 G (money) to spend. This only happens your first play through with that character, so spend your G wisely.

Hidden Characters

Beating the game in Story Battle with a character you haven't used before will unlock a new character. The characters are unlocked in a preset pattern, so some characters will take longer to unlock than others.

Devil Jin

Jin's shadowy half ■ unlocked simply by beating the Tekken: Devil Within mini-game.

Starblade

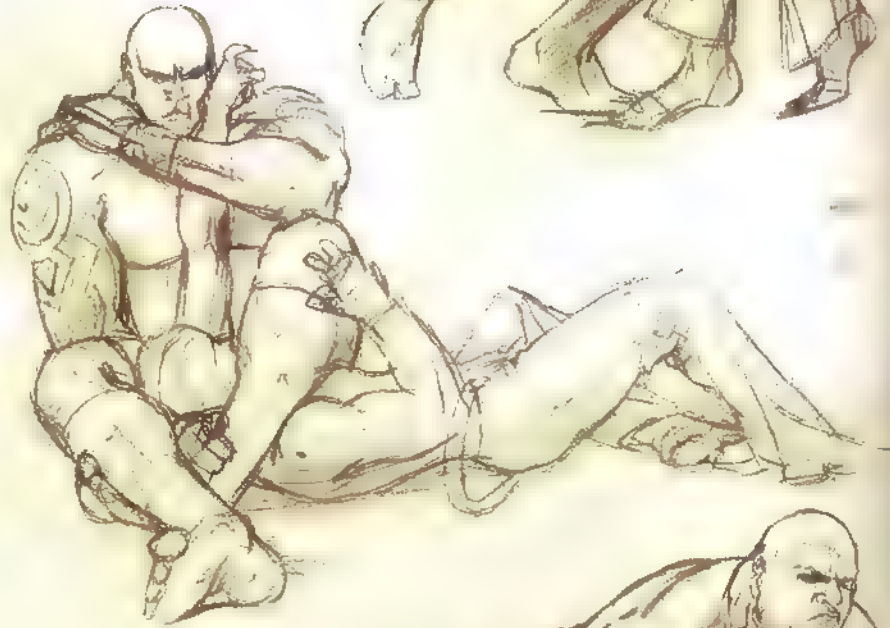
It's possible to unlock a fourth game in Arcade History mode. Strangely enough, that game happens to be Starblade, an old arcade shooter. Quite a nice little bonus!

The Tekken: Devil Within- Stage Select

Defeating the Tekken: Devil Within's final boss will unlock the stage select mode on the main menu. This is a great option that allows you to play through old stages again. This ■ also a good way to earn a higher stage grade, since you can go through the same stage as many times as you need to.

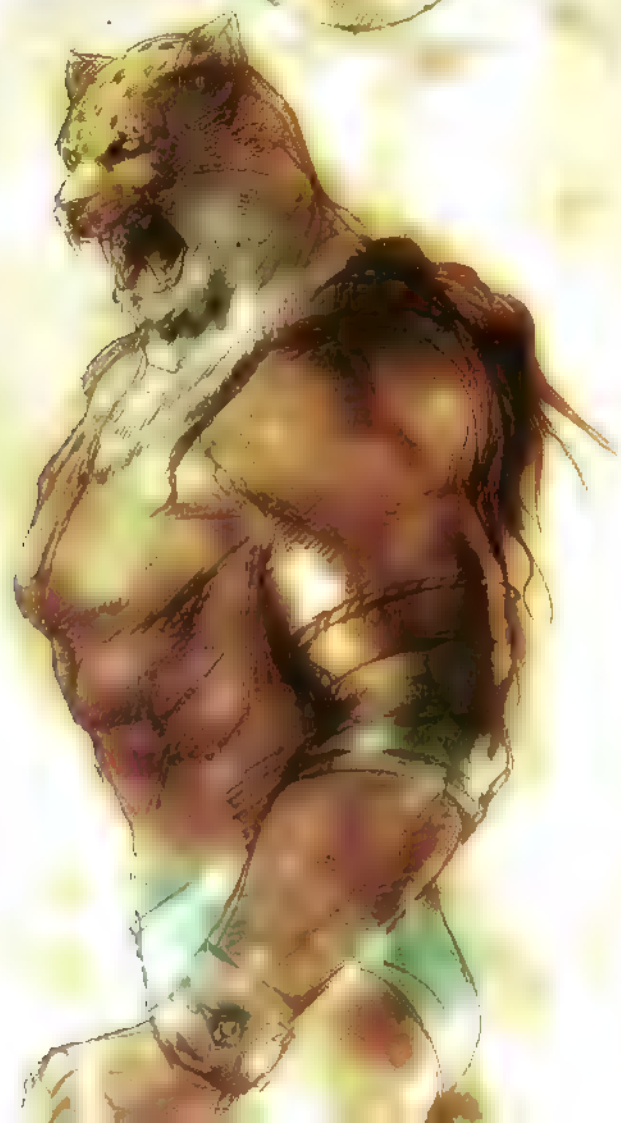
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TEKKEN 5

OFFICIAL STRATEGY GUIDE

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BradyGAMES® Publishing

An Imprint of Pearson Education

800 E. 98th Street

3rd Floor

Indianapolis, Indiana 46240

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ISBN: 0-7440-0468-3

Library of Congress Catalog No.: 2004117637

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 05-1 shows that the first printing of the book occurred in 2005.

08 07 06 05

4 3 2 1

Manufactured in the United States of America.

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Joey Cuellar would like to thank:

I wish to thank first and foremost all the hard and dedicated people that work at Brady Games. Without them, this would not be possible. I will return to Indiana to rock them at the DDR world championship.

Secondly, I would like to thank the greatest players that played Tekken at Southern Hills Golf and. It was the ultimate place to compete in video games. Long live the legend.

Finally, I would like to thank my family for putting up with me day after day and handling what needs to be handled. You guys are the greatest.

Adam Deats would like to thank:

I would like to thank my family for dealing with my neglect while working on this project. I would also like to thank my friends, who I originally missed saying goodbye to before they left Austin because of my work. Last but not least, a big thanks goes to our editors Tim Fitzpatrick and Chris Hausermann, who helped pull us through the project despite numerous problems.



TEKKEN 5

OFFICIAL STRATEGY GUIDE

The King of Iron Fist Tournament 5

The King of Iron Fist Tournament 4 came to a close with Jin Kazama finally defeating Kazuya and Heihachi at the Mishima Zaibatsu headquarters.

Now, one month later, battle commences to determine the fate of the Mishima Zaibatsu. Who will be the victor of the King of Iron Fist Tournament 5?

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